

LOST JEDI ADVENTURE GAME BOOKS

# STAR WARS®

## JEDI DAWN

PAUL COCKBURN



BEST  
TREE

The sudden silence is louder in your ears than a thunderclap. Every single pair of eyes in the bar is on you, gawking. Some are wide in disbelief; others are narrowing with dawning realisation, others still are clenching tight with hate. They are standing around you in a close ring – humans, lizard-like Druulgothans, Ma'alkerrite ape-men, winged Banasthaurs – gun-runners, mercenaries and bounty hunters from all across the galaxy. And they are all staring at you.

Or, more particularly, at the object hanging from your belt, which you accidentally revealed when your coat fell open. Your lightsabre.

It has been only a year since you discovered the secret; the secret which your mother had kept from you since birth; the secret behind your grand-father's death, and your father's murder. Since then, you have run from that secret, knowing that, someday, it would come back to haunt you like this.

A section of the crowd parts, allowing a menacing figure to pass through their ranks. He carries his blaster rifle almost carelessly at his side, yet you know that he could drop you dead where you stand in less time than it takes to snap your fingers. His strange armour bristles with defences; wrist lasers, rocket launcher, flame projector. He is the most feared bounty hunter in the galaxy, and you have just made him your personal nemesis.

Though you cannot see his eyes under that antiquated helmet, you know that he too is staring at the lightsabre you wear at your side. It feels like enough time has passed already for night and day to have passed several times over, but Boba Fett takes his own sweet time to consider the meaning of what he can see.

"The boy's a Jedi," he whispers, loud in the cramped silence of the compact bar.

"Kill him."

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BEEXTREE

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# HOW TO PLAY YOUR LOST JEDI ADVENTURE GAMEBOOK

If you have never read a book like this before, you may find it a little strange. Unlike a traditional story, there is not just one tale winding its way through the book, but hundreds.

After you have finished reading these rules and the Introduction, you will start your adventure with paragraph 1. Each paragraph has its number in large bold type at the top; you can find different paragraphs using the index numbers at the top of each page.

At the end of a paragraph, you are given a number of choices, and the one you pick determines which part of the story you read next. For example, if you were to read paragraph 1 now, you would see that it describes your arrival on the planet of Toprawa. At the end of the paragraph, you are asked if you want to walk through the security checkpoint, or to wait for some other passengers to walk through first. Each choice has a different paragraph number attached to it. So, if you choose to go through the checkpoint, you read paragraph 16 next, or if you choose to wait, you read paragraph 31. Keep going through the book like this, reading a paragraph, answering the questions at the end, and going on to the paragraph number shown.

We call these separate sections of the book “paragraphs”, but they can vary in length from just a few lines of text to almost a page. Most of the choices at the end of each paragraph allow you a free choice of where to go next. However, in some places your choice is limited because of something special about your character, or something he has done already in the adventure. In some cases your adventure ends, because you have gone wrong somewhere, and your hero has been caught or killed. Don’t worry; start again at paragraph 1, and try some different choices.

Before the game starts, however, you must get to know the hero of your adventure – Havet Storm, the Lost Jedi. You must also do the following jobs:

- Fill out a **Character Sheet**. This gives you the chance to decide if he is strong, fast, technically skilled or good with weapons, or maybe just very strong in the Force.
- Choose your **Equipment**.

# The Character Sheet

On the opposite page you can see a blank Character Sheet. Another copy can be found at the back of the book. You might want to make some photocopies of this page, in case you want to change your character's scores after your first attempt.

On the right, you can see a picture of Havet Storm, and a few facts about him. On the left there are six headings – Strength, Speed, Blaster, Lightsabre, Technical Skill and Jedi Power Points. These are Havet's *Attributes*. Beside each heading is a box. This is where you record Havet's score in each Attribute. You need to do this before the game starts.

You may spend 20 "points" to fill in these boxes. Start with the first five Attributes. You might want Havet to be strong and good with a blaster, and give each of these attributes three or four points each, and just two to Lightsabre, Speed and Technical Skills. Or you could give him a very high rating in one Attribute, such as Technical Skills, and twos and threes in the others. **You must spend at least 1 point on each Attribute. However, don't spend more than six points on any Attribute.**

Whatever points you save from these first four Attributes, you keep as Jedi Power Points. These are very important. Your Jedi Power can make the difference between success and failure on many occasions. Don't start with less than 6 – it's best to have too many than too few.

So, spend your Attribute points now, and fill in the boxes. Remember, they should total 20.

## Using Attributes

During your adventure, some paragraphs may ask what Havet's score is in a particular Attribute. For example, Havet might need to lift a heavy weight, so the paragraph reads:

If you want to try lifting the weight, add your Strength Rating (from your Character Sheet) to the number 700. That is the number of the next paragraph you should read (so, if your Strength is 2, go to paragraph 702). Go to that paragraph now.

Look up Havet's score in the Attribute, and follow the instructions. If Havet is strong enough (or fast enough, or skilled enough) to overcome the challenge, he'll succeed; if not, he'll not be able to manage, and you'll have to look for another solution to your problem.

# Havet Storm

Strength  3

Speed  3

Blaster  2

Lightsabre  4

Tech Skills  3



## Jedi Power Points 6 - 5 - 4

Don't spend more than 6 points on any Attribute or increase any Attribute past 6 when using JPPs

### Equipment

Arf

528

Lightsabre [belt]  508

ID  520

DL25 Blaster [holster]  507

[Arf]  529

[bag]  532

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### Data Bank

503	504	509	510	511	513	514	515	516	517	518
521	525	526	527	530	533	541	542	544	550	551
552	553	554	555	556	557	560	562	563	565	568
569	572	574	580	584	586	589	590	599	603	604
605	606	608	614	618						

Time track

Read 595

Read 56

# Using Jedi Power Points

There are five main ways you can use your Jedi Power Points.

- To temporarily increase an Attribute score (spending one Jedi Power Point increases your Ability by one).
- To mind-influence someone.
- To provide basic healing to someone injured (including yourself).
- To move small objects.
- To change a dice roll in combat (see Combat, below).

*Increasing an Attribute:* At any time when you are asked to look up your score in an Attribute, you may spend Jedi Power Points to provide a temporary increase to your score. For instance, in the example we have just looked at, you might decide that it is absolutely vital that Havet lift the heavy weight, and that a Strength of 2 might not be enough. So, you could spend 2 Jedi Power Points, and instead of reading paragraph 702, you could read paragraph 704 instead.

Jedi Power Points are a “reserve”; by calling on the Force, Havet can push himself harder than normal. Use the space beside the box to keep a record of how many Jedi Power Points you have left each time after you spend any (so, in our example above, if Havet had 8 Jedi Power Points before he lifted the weight, he’d have 6 after).

**Don’t increase any Attribute to more than 6 unless you are told to.**

*Mind Influence:* In certain circumstances, you can reach out with the Force to influence someone, much like Obi-Wan Kenobi does near the beginning of the original Star Wars film, when he and Luke drive into the town, and are stopped at a check-point. You can’t “brain-wash” someone with this power, but you can “nudge” them in the direction you prefer.

When you have an opportunity to use your powers, you will read an instruction like this:

If you use your Jedi Mind-Influence power to make the guard look the other way, first choose how many Jedi Power Points you will spend. Tick them off on your Character Sheet. Now add the number to 300, and that is the number of the next paragraph you should read (so, if you spend 3 Power Points, you would go to paragraph 303). Go to that paragraph now.

*Healing:* If you are injured, you may spend Jedi Power Points to

recover. You can also use this power on others. The book provides instructions at the right time.

**Telekinesis:** You may be able to reach out with the Force to move small objects. In particular, Havet can reach out towards his lightsabre, and may be able to make it return to his hand if he drops it.

You'll spend Jedi Power Points in many different situations, but there are places in the adventure where you can recover them. Keep your Character Sheet up-to-date, recording the number of Jedi Power Points you have left. This is your *current* total. The score in the box is your *starting* score – this is the most your current score can ever be.

## Combat

Combat works in a slightly different way. You need a six-sided dice or a pack of cards (just the Ace-Six from each suit). When required, roll the dice or draw the next card (shuffle them often!).

**When you get into a fight, keep a note on a piece of scrap paper, or use a bookmark to record the paragraph where the fight started.**

The paragraph you were reading when the fight begins tells you where to find out how tough the opposition is. You are told to read a paragraph in the Data bank. This tells you something like:

There are 4 Security Guards for you to deal with. Each has Skill Level 1 with a Blaster. The Combat begins At Range.

Combat starts either **At Range** (at least 10 metres away), in which case you use your blaster in order to fight back, or **Up Close**, in which case you can use your blaster or your lightsabre. Check your equipment (see below). To fight At Range, you must have a blaster or some other weapon like that, and you must have it Ready (if your blaster is hidden in your bag, you have to get it out, which takes one Turn). Up Close, you use your lightsabre. The same rule applies; if you don't have it Ready, then you must spend one Turn getting it out of Arf's secret compartment.

If you want to change from At Range to Up Close during a fight, you must spend one round without fighting back, while you run up to the enemy. The same is true if you want to change from Up Close to At Range.

Combat takes place in Turns. Each Turn, everyone gets the chance to

use their weapon. Starting with Havet, take each person's Combat Skill (you use either your Blaster score or your Lightsabre score, depending on which weapon you use; if you don't have a weapon at all, you can only fight Up Close, and your Combat Skill is 1). Roll a dice (or draw a card). The target is normally a score of 7 or more – that's a hit. So, if you gave Havet a Blaster score of 3, you'd have to roll a 4 or better to hit the target. Each of the Security Guards in the example above only gets to hit if they roll a 6 (Combat Skill 1 + 6 equals 7). After you have checked each fighter in the Combat once, start a new round.

Some targets are harder to hit. Stormtroopers, for example, wear armour, so you have to score 9 or better to hit one of them! On the other hand, you might find a weapon which is more powerful. Your lightsabre is one of these – you always add 1 to any dice roll. So, if you have a Lightsabre skill of 3, and you roll a 3, you would hit a normal target (Combat Skill 3 + 1 for the lightsabre + 3 on the dice equals 7).

One hit is all it takes to disable an opponent. Unfortunately, the same is true for you. The first time you are hit, the battle is over, and you have lost.

Fortunately, you can spend Jedi Power Points to change the result of a dice roll. Each Jedi Power Point increases or decreases the die roll or the card by 1. So, if Havet has a skill of 3 and is firing at a guard and he rolls a 3, you could spend a Jedi Power Point to increase that to 4 – and that would be a hit. And if one of the security guards got lucky and rolled a 6, you could spend a Point to reduce that to 5. The Force would have protected you from harm.

As you can imagine, if you get into too many fights, you spend Jedi Power Points like they were going out of fashion. Sooner or later, however, either Havet is going to get hit, or you will succeed in defeating the enemy. The paragraph you were reading when you started the combat tells you what happens next.

Keep some scrap paper handy (or use pencil in the margins of the book) to keep track of how many opponents you have to defeat, and scratch them off one by one if you succeed. In some situations, you might also have to keep a record of how many rounds it takes to win the battle. The enemy might have sounded the alarm, for example, and you'll have to hurry to complete the fight before more enemy forces arrive.

In some battles, you can surrender even after the fighting has started. The instructions tell you which paragraph to read next. If you've run

out of Jedi Power Points, this might be a sensible thing to do. One hit, remember, and it's all over.

If you win a battle, you can take any weapon you capture. Normally this is just a standard blaster, so you would check **508**. However, you might find something more interesting, in which case you should record the paragraph number of whatever it is you find. So, if you find an X-wing starfighter, write X-wing in the space on the left, and write **999** beside the first box. Sadly, you can't actually find an X-wing in this adventure.

If you lose a battle, don't despair – all might not be lost. And even if it is, you can start again!

### **Remember:**

- Read the instructions in the paragraph where the fight breaks out carefully to see what you have to do to win the fight.
- Find out who your opponents are, and if there are any special factors (like a time limit).
- Find out if you start At Range or Up Close. You need your a blaster or your lightsabre to fight Up Close, and a blaster to fight At Range. If you don't have a weapon, you must get Up Close; your Combat Skill is then 1.
- You must have your weapon Ready; it takes one round to bring a weapon out of hiding.
- It takes one round to change from being At Range to being Up Close and vice versa.
- Fight one round at a time; Havet goes first. Add a dice roll to your weapon skill to see if you hit. Normally, you need a total of 7 or more
- Add 1 to all rolls when you use your lightsabre.

### ***Example of Combat***

*This example should help you understand how Combat works. Havet (with a Combat Skill of 3 and 5 Jedi Power Points) confronts 4 security guards (with a Skill of 1). The Combat starts At Range. Unfortunately, Havet's blaster is in his flight bag.*

*In round 1, you decide Havet must get his blaster out. So, you don't roll to see if he hits anyone, just for the Guards. There are four of them, so you roll the dice four times – and get a 5 and three 1s. Ha! Missed! Now Havet is ready to fire back.*

*In the second round, you roll a 6 for Havet – so he nails one of the Guards with his first shot ( $3+6=9$  – more than enough) One of the remaining three Troopers rolls a 6, so Havet spends a Jedi Power Point to reduce that to a 5.*

*Round three. Havet gets a 2 – which would require 2 Jedi Power Points to convert into a hit, so you decide not to alter the score. Again, one of the security guards rolls a 6, and Havet spends a Jedi Power Point to convert that into a miss. He has 3 left.*

*In the fourth round, Havet gets a 5, and another Trooper is taken out. The other two both miss.*

*In round five, Havet gets a 3, and spends a Point to convert that into a hit. The last Trooper misses.*

*In the sixth round, you decide Havet will close in and finish the fight off with his lightsabre. So, Havet doesn't roll this round, but the Guard does (getting a 2 – missed again). Now Havet is close enough to use his lightsabre in round seven, and he rolls a 5 to finish off the Combat.*

## Equipment

During the game, Havet has access to various bits of equipment. You will keep a record of these in the Equipment box.

Havet actually starts the game with some gear. He has his small droid, "Arf". He has his lightsabre. He can, if you choose, have a blaster.

You keep track of the equipment Havet has by ticking boxes. This not only shows what he has, but where he has it. Look at the Equipment Box now. "Arf"'s name is followed by a small tick box – which we have ticked for you already – and a paragraph number, number **528**. If you were to read that paragraph now, you would see the following:

One of your most treasured possessions is "Arf", the small K9-series droid your grand-father left for you. "Arf" runs on batteries, and moves smoothly on small repulsorlifts. He's about 40 centimetres long, and has a box-like body. His head is filled with micro-processors allowing him to "think". He is voice-activated, obeying only your commands. He has a sound recorder in his ears, and can play-back at your command. He has a short video record function, using his eye-cameras, which you can play-back onto a blank surface (like a wall).

His body is hollow, with a small access hatch hidden cunningly in the belly. A small panel on his back contains a DNA-sample reader, so that if you press your finger to it, the hatch pops open. This is how you first discovered your lightsabre, which grand-father had hidden in the droid's body. The droid's structure is cunningly formulated so that – in place – the lightsabre looks like part of its internal workings, which defeats all sensor scans or inspections.

You carry "Arf" round in the large pocket of your coat. He is light, and you wouldn't go anywhere without him.

That tells you everything you need to know about Arf. The droid is with you throughout the adventure, so if the chance comes to use him, you can. You can re-read a ticked Equipment box' paragraph any time you wish. Just make a note of where you are in the adventure, so you don't lose your place. So, if you want to remember what "Arf" can do, re-read **528**.

Now look at the next line. This shows your lightsabre, and is followed by two boxes and two paragraph numbers. One describes your lightsabre as being **Ready**, the other describes it as **In Arf**. At the start of the game, you must pick one of these two boxes and tick it – will you carry your lightsabre on your belt, where you can get at it quickly, but where it might be seen by someone, or do you keep it stored in Arf's belly?

Depending on which one you choose, tick one of the boxes. Now read the paragraph number given beside it – **508** if you keep it ready, **529** if you hide the lightsabre in Arf.

You can swap between the two locations at any time – but not halfway through reading a paragraph! Just swap the box you had ticked for the other one.

Of course, if you lose your lightsabre (shame on you!), then you remove the tick altogether.

Finally, you need to decide if you will carry a blaster or not. You can choose to arrive on Toprawa without a blaster – and hope to pick one up later. Or, you can tick one of the two boxes on the third line, choosing to have a blaster **Ready** or **In Bag**.

So, make your choice now. Blaster or no blaster? If you decide to carry one, tick one of the boxes. Now read the paragraph number given beside it – **507** if you keep it ready, **531** if you hide the blaster in your flight bag.

Obviously, if you pick up any equipment later, add it to this Box. Put

the name of the item on the left, and then the paragraph number which describes it in the small box alongside. All the information you need is given to you when you find the item...

## The Data Bank

During the game, you will pick up various pieces of information. Some of this you have to remember for yourself. Other pieces are remembered for you in the **Data Bank**.

At several points in your adventure, you may read an instruction like this:

### **Check 533.**

If you are ever told to "check" a paragraph, put a tick in the correct box number in the Data Bank, then read the paragraph. **Make sure you don't lose your place in the adventure in the meantime!**. Keep a finger or a bookmark in the page you leave, or write the number of the paragraph down on some scrap paper.

The Data Bank gives you information, and it may allow you to do some special stuff. If it tells you to continue with your adventure, come back to the paragraph number you started from.

If you want a practice, check **533** now.

You can always re-read a "checked" paragraph to remind yourself of something. Just keep a note of your place.

At some point in the adventure, you might read an instruction like this:

**If you have checked 599, go to 786.**

**If you haven't checked 599, go to 801.**

This means you don't have a choice as to which paragraph you go to next. Look at your Data Bank. If you have ticked 599, your next paragraph is 786. If you haven't, go to 801.

## The Clock

Finally, during one part of the adventure, you will have to race against the "clock". All will become clear as you play. When told to, tick off the boxes on your clock display. When the clock reaches the final box, read paragraph **56**.

**OK, that's all there is to it! Read the introduction. Havet is on his way to begin his adventure.**

## INTRODUCTION

It isn't until the battered old passenger transport is finally rising up on its repulsorlifts, pushing up and away from the landing area and up through the atmosphere, that you start to relax.

That was close. Very close. And you've been close before, so you know what you're talking about.

Your name is Havet Storm. You come from a well-populated planet on the outer edge of Imperial space. You are sixteen standard years old. Your mother and father are dead – as far as you know you have no close living relatives anywhere in the universe.

For the last year of your life you have been on the run, skipping away from dangers real and imagined. It seems hard to believe that you ever had an ordinary life, but there must have been a time before when you weren't a renegade, an outcast. When you were just a boy living with his mother on a well-populated planet on the outer edge of Imperial space. You know there must have been a time like that, because you can remember the day it all changed.

It was the day your mother was taken into hospital, illness and exhaustion having finally caught up with her. She never recovered. Alone in the house on that first night, looking for some things to take into the hospital for her, you found a box. It was locked, but you found the key hidden in your mother's purse. There were a few letters, souvenirs from family holidays, that kind of thing. No still-slides, no tapes of the family – no visual records at all, in fact – but, otherwise, the kind of junk you collect as a family.

Except... there was also a toy dog, a K9-series droid, the kind of thing fond parents used to give their children as a companion. And, when you touched a small panel on its back, the droid came to life, and a voice spoke through its mouth, a deep, resonant and vaguely familiar voice.

"Havet, you don't know me, but this is your grandfather speaking – Morvet Storm. I don't know how much your parents have told you about me, but I am a Jedi Knight, one of the last of our breed. I am old and I am tired, and my enemies are closing in around me. I may never get the chance to speak to you again, but I am sending you this small toy, so that you will remember me, and what I stood for. Who knows, one day you may come to stand for the same things."

"I have a gift for you, Havet. When your father was born, I hoped I would one day pass this gift to him, but he was unlucky, and so I never had the opportunity. So, instead, I pass it to you."

As the voice faded, a small, hidden hatch in the droid's belly popped open, and a cylinder popped out. It had a small control at the base, and a continuous energy lens guarded by a flared disk. That aside, the cylinder was almost featureless – until you activated the control.

At once, a blade of pure energy, glowing orange-white, sprang from the lens. It slashed through pieces of metal furniture as if they were cloth. The shock made you drop the cylinder, at which point the energy beam shut off. As if on cue, your grand-father's recorded voice continued.

"This is a lightsabre, Havet, the weapon of a Jedi. It is powerful enough to cut through any material yet known in the universe. Properly trained, a Jedi can wield his lightsabre to block blaster fire! Sadly, unless I am very much mistaken, that training will be denied you.

"Havet, the Jedi are not like ordinary beings. Each has a special power, an ability to tap the mysterious power-source known as the Force. Like a beacon, the Force exists to provide a light for our journey through life. However, some Jedi turn aside from the light –"

At this point, with a harsh crackle, the recording broke up, as if the storage medium had been corrupted. You looked for control filters on Arf to counter the noise, but found none. Then you realised, what you had thought was static was in fact blaster fire! The battle – of whatever it was that you were listening to – ended very quickly.

There were snatches of your grand-father's voice then, challenging his attackers. Finally, you heard him cry "Vader! Has it come to this?" and there was an abrupt silence. The recording was still running, and you waited, breathless, for the end. Your grand-father's voice came again, spluttering, agonised.

"Havet... the dark side... the death of all Jedi. Never reveal... never..."

That was the last of the recording, though you listened to the silence for some while. Arf offered a few whimpering noises, picking up on your sorrow. The air around you felt as solid as glass.

That night, you listened to the words of another on her death-bed. Your mother confirmed the story; amplified it. Your grand-father had been hunted down, executed as a traitor to the Empire, as were all Jedi. Your father, who might have followed in Morvet's footsteps, suffered a debilitating accident as a child, and never underwent Jedi training. Even so, the same agents who caused your grand-father's death, arranged an accident for your father. His freighter's navigational computer sent him spinning into a star's raging heart.

Your mother apologised for never having spoken of this before. "Havet – I always feared it would be you next." She moved you from planet to planet, hiding, running, always fleeing in front of the unseen shadow of grand-father's killers.

You stayed with your mother all the next day. At dusk, she passed on, and you were alone.

All through that night, as you sat alone in an unfamiliar house, you put the pieces together. Your grand-father, a Jedi Knight, killed because of what he was; your father, a humble man, crippled in his youth, but still carrying the Jedi inheritance inside him, also slain; your mother, who had constantly kept you on the move from planet to planet, never settling in any one place for more than a few months, sheltering you from the people who would have done the same to you.

Come morning, you packed your few possessions, including your new found companion, Arf, and the powerful lightsabre. Within the hour, you were leaving that world behind you, moving on. You have always known that you must keep moving, to stay ahead of the mysterious power which murdered your family. Inside, you felt the power of the Force, the curse your grand-father had warned you of. You learned how to use it, experimenting during the many lonely hours you spent in hiding. You learned that many people throughout the Empire feared the Jedi, feared the unseen power of the Force. On some worlds, where you slipped up, they found you out, and you had to escape yet again.

On the last world you visited, Korphir, you were starving before you joined a circus side-show, acting as a mind-reader. No-one could fathom your secret. They grew jealous, frightened. Then, one night, some of the other performers came looking for the "boy-freak", murderer in their hearts. So you ran. And you swore you would never use the Force again.

So, here you are, on a low-speed passenger ferry, entering orbit around a new world, ready to start a new life. You've got it all worked out in your mind; get a job, keep a low-profile, and never *never* allow anyone a glimpse of what you truly are. That means keeping out of trouble. It also means you don't dare use your personal comlink, in case the Imperial authorities can trace you. That will make it harder to find work – you'll have to visit any opportunities in person.

Your past and future seem pretty clearly mapped out. Which leaves just one mystery. You couldn't fathom it out on the day you found

Arf, and you haven't figured it out to this day. Your grandfather was dead before you were born – so how did he know that he could leave you the lightsabre, how did he know your name?

**NOW BEGIN YOUR ADVENTURE...**

# 1

The repulsorlifts whine, and the ancient transport shudders as it descends towards the landing pit. You glance nervously out of the port, wondering if the pilot knows just how fast you're falling. At the last moment, with a lurching kick from the antigravs, he proves that he must have flown this junk-flyer a thousand times. You land, and hardly bounce off the pit floor at all. OK, not a classic landing. Still, what can you expect? This was the only ticket you could afford when you left Korphir, and it didn't entitle you to comfort. Just be glad you made it here.

And where's here? Another planet. Another new start. Wonder how long it'll be before you have to jump another fast freighter out into the void... Don't be negative, Havet. This could be a great world to hide out on. No-one here knows anything about you, and – with luck – that need never change. All you have to remember is to keep your Jedi powers hidden and your mouth shut. It means never being able to have a comlink (you dare not register yourself with the Communications Bureau), which might make life a bit awkward, but you've coped before.

Stepping down the ramp from the transport, you find yourself in the main spaceport of Toprawa, an important Imperial military base and trading centre. The Empire is supposed to have it in for Jedi, right? So, this is the last place they'd expect to find one.

The spaceport is busy, bustling with activity. Along with your dozen or so fellow passengers, you walk across the landing pad to a small shuttle. Seconds later, and you're at the main terminal building, and stepping into a spartan lounge filled with bored passengers waiting for their flight. A tedious song plays over the speakers. How come these places always look and sound the same?

You try to look casual, shrugging your flight bag firmly onto your shoulder. No-one seems to be paying much attention to your group. The rest head towards the Luggage Claim area, but you have everything you own in one bag. You decide to head for the Arrivals Checkpoint.

As you round the corner, your stomach jolts with fear. Four port security guards armed with blasters are standing at the gate! What if they start checking your ID documents? Will they stand up to examination?

You hesitate, wondering if they'll pick on you as you walk through alone, ahead of the other arrivals. Should you keep going, and hope

they'll pick on someone else? Or wait, and try to go through the checkpoint with the others?

**If you go on, go to 16**

**If you wait, go to 31**

## 2

The alley lies ahead of you, dark and dirty. A chill settles in your bones. The Force is screaming in your mind that this is a place of evil. How come?

**If you have checked 569 in your Data Bank, go to 41**

**If you haven't checked 569, go to 39**

## 3

You muscle a little space for yourself at the counter. At your side, a man in a turban and a white jacket is holding a data pad loaded with a local news card. He doesn't seem to be concentrating on it, though; his eyes are straying across the room, to where an attractive blonde girl is sitting at a table, looking at her watch. Perhaps you could borrow the pad, and see if there's any work to be found.

After a few moments, the girl gets up to go. The man watches, and finishes his drink quickly. It looks like he's going to follow her...

**If you ask to borrow his data pad, go to 13**

**If you sit still and finish your meal, go to 29**

**If you leave the cafe, go to 44**

**If you have checked 503, you may want to read paragraph 504 before you make up your mind. If you have not checked 503, check 509.**

## 4

No-one seems interested in you. The corporal has disappeared, and you can hear other guards being ordered back into position. Perhaps this would be a good time to leave.

As you slip from the office, you glance through the open doorway of another room, and see your Flight Bag on a desk. A few items have been pulled out onto the table – including your lightsabre (looks like they haven't realised what it is yet!). Perhaps you could recover your stuff?

**If you enter the room, go to 10**

**If you try to recover your lightsabre, go to 18**

**If you want to leave the Terminal, read 512 again first, then go to 46**

## 5

Reading the guy's data pad serves two functions. First, it allows you to make sure he doesn't shake off your influence and follow the girl; second, it lets you search through the local news pages for any work that might be going.

Hmmm. Not much doing on the jobs front at all. Some jobs at a big agri-complex are being advertised, but they don't start for a month, and you'll have starved to death by then... Office jobs, which you don't qualify for, banking, insurance – no, nothing at all.

In fact, the only organisation which seems to be hiring anyone is the Imperial Research Station, which seems to need everything from computer programmers to skiff drivers. Well, you could manage some of those jobs. It says "subject to security status" after most of the jobs, however, which is a real obstacle. The last thing you want is someone rummaging around in your past.

Surely, though, they're not going to check with the Imperial Central Database for some of these jobs. How sensitive can the work they're doing be? It might be worth going to the Station at some point, just to see what they have on offer.

Oh, oh. The guy in the turban is beginning to shake off your control. Time you were gone!

You pass him back his pad, thanking him graciously, then – throwing a few credits across the counter (maybe they won't notice you didn't leave a tip!) – you head for the exit.

**If you head for the Shuttle back to the spaceport district, go to 199**

**If you go back into the Commercial District, go to 169**

## 6

You manage to hitch a ride into the City with a haulier delivering produce near the spaceport. Of course, he expects you to pay for the ride by unpacking deliveries at the stop-off point. Needless to say, he doesn't own an antigrav sled, so it's pretty thirsty work.

By the time you finish, you're ready for a drink. There's a cantina on the other side of the street, and you can feel a few credits in your pocket crying out to be spent on a Star Racer (assuming they have your favourite drink on this planet). Of course, you're not exactly loaded at the moment, and you do need to find a job...

**If you enter the cantina, go to 150**

**If you save your money and go looking for work, go to 169**

## 7

You decide you have to see if your instincts are playing you truthfully or not. Once outside the cafe, you trot across the street to stand in the shadow of one of the massive columns which support the Rapid Transit Monorail. From that vantage point, you have a clear view of the cafe entrance. Taking a quick look around, you catch sight of the girl, her long blonde hair making her extremely visible, even over quite a distance. She's at the foot of the escalator leading up to the station – too far away to catch, even if you wanted to.

Looking back, you see the cafe door open, and the man in the turban steps outside into the street, shaking his head as if to clear some vestiges of sleep from his mind. He looks across the street, and catches sight of the girl ascending into the station. You see his mouth clench, as if he is suppressing a curse, and he takes a hard look around. Is he looking to see if you're anywhere around? Well, you don't take the chance, ducking back out of sight. When you next take a peek, the man is running along the street towards the stairs which lead up into the station. From close by, you hear a train hissing towards you.

There doesn't seem to be any doubt about it. The man is stalking the blonde girl, following her into the station. As she disappears from view, he swings open the stairway door. The escalator is too far – if you're going to do anything about this guy, you'll have to follow him up the stairs.

**If you follow the man up the stairs, go to 64**

**If you decide it's none of your business and head back into the Commercial District, go to 169**

## 8

Can you afford afford to have someone to run a check on your ID right now? Maybe not, so you get up from your seat, walk to the rear of the Shuttle, and hit the Emergency Door release. Your fellow passengers gasp in alarm as the door bursts outwards on a rush of compressed gas, and you feel the driver hit the brakes as you launch yourself through the exit.

You hit the ground hard, roll, and come up running. The security guards at the checkpoint are about 50 metres away, close enough to cause you real trouble if you aren't fast on your feet. About another 30-40 metres away, there's a small building, which would give you some cover, and there are more buildings – warehouses and suchlike – a little further on, where you might be able to shake off pursuit.

First things first – get out of range!

**Add your Speed Rating (from your Character Sheet) to the number 130. That is the number of the next paragraph you should read (so, if your Speed is 4, go to paragraph 134). Go to that paragraph now.**

## 9

Al the Alchemist's cantina is just as you remember it, more's the pity. As you come through the door, you catch the same disgusting odours, and the heavy, oppressive air makes you feel almost physically sick.

Of course, it could just be that you're a tad nervous about running into Boba Fett again. You try to peer into the corner from the doorway, but you can't see the end of the bar counter, much less work out if Fett is there or not. A few other regulars are, though. The big Wookiee is growling at a humanoid with green eyes (nothing unusual in that, except he has ten of them) who seems to be trying to persuade him of something in a loud argument at a nearby table. The octopoid is unconscious on the floor, three of his limbs clutching desperately to the legs of a fixed table, as if he is frightened of being

carterd away while he sleeps.

You walk a little further in. There's a small alcove on the other side of the room which isn't occupied. You start making your way over when, suddenly, you see him, almost in the exact spot you were heading for. Boba Fett is sitting on a stool, negotiating with a Nalroni trader. He is facing almost directly towards you, concentrating on his discussion with the golden-furred humanoid. Fett's blaster rifle is propped behind him, against a side door which he appears to have bolted shut. The alcove is just to his right.

It's a miracle he didn't see you come in, but he has to notice you soon. Just how are you going to keep out of his way?

**If you go over to the Wookie's table, go to 35**

**If you leave the cantina, go to 51**

**If you walk towards the alcove, go to 63**

## 10

Seeing your flight bag just sitting there, you can't resist the temptation to try and grab it. You sneak towards the open door. The passageway is empty, and so you duck into the room – and blunder straight into the back of a security guard who was out of sight before...

The guy howls for help before you can stop him, and help arrives before you can make your escape. This second distraction doesn't improve their temper any. The corporal arrives.

"You again! Well, you can congratulate yourself, smart-guy! Vermilion's disappeared. Diamond will have my head for this, but – as a leaving present – I'll give her yours as well!"

**It looks like your adventure is over. Perhaps you should start again.**

## 11

No-one raises a hand to stop the turbanned man as he drags you from the cafe and out into the street. He has an extremely strong grip on your collar, so you don't even try to resist. A few passers-by look your way, and you consider calling out for help, but there's no sign that any of them are willing to get involved. Maybe it's best that you just go with the flow here.

He takes you off the main street into a darkened alley between two buildings, and pushes you roughly back against a wall. "OK," he says, smiling in a way that doesn't resemble any genuine smile you've ever known, "who are you?"

"Havet Storm," you reply. "Listen, I'm sorry if she's a girl-friend or something. I'll just mind my own business in future, right?" He looks you over, trying to decide what to do about you. "Ask anyone on the streets, kid, and they'll tell you – don't fool with Vermilion." He points at his chest. "That's me." You'd figured that out for yourself, but you nod just to prove you were listening. "I have some business with the lady, boy. Grown-up business. Keep out of the way. Or..." He pulls back his coat, to show off a blaster on his hip, which means that it was an "or..." as in "or else". That's OK. You've been threatened before, on dozens of different worlds. Threats are easy. In fact, the sight of his Merr-Sonn Quick 6 blaster nearly causes you to say – "That's not much, man; look, I prefer a BlasTech DL-44!" You resist the temptation. Just because you can't take his threats seriously, doesn't mean he has to know that.

Vermilion gives you one last long look, then drops his coat so that the flap closes. "We understand each other, then?" he asks. "Yes sir," you reply.

He walks away, leaving you in the alley. You give him some time to get clear, and then follow him back onto the street. By the time you emerge from the alley, the coast is clear. There's a woman using her comlink on the corner, and you wonder if you should ask her if you could borrow it, and call someone about what just happened. Whoever the guy was, he had a real problem over you seeing Facet. Are you going to let him bully you around, or what?

**If you have checked 525, you may wish to read that paragraph again before you make your next choice.**

**If you have checked 530, you may wish to read that paragraph again before you make your next choice. Make a note of this paragraph so you can find your way back here.**

**If you have checked 541, you may wish to read that paragraph again before you make your next choice. Make a note of this paragraph so you can find your way back here.**

**Otherwise, if you return to the Commercial District, go to 169**

**If go in search of a Shuttle back to the Spaceport District, go to 199**

## 12

As you turn from the counter to find a place to sit, you hear a cheerful voice call "Hello!" Sitting at one of the tables, there is a blonde girl – and her face is instantly familiar. "Don't I know you?" she asks. You juggle your food and drink, and walk over towards her, hand out-stretched. She giggles as you spill a little of the fruit juice. "Come and sit down," she says. "Born-trar is from Kli'aar, and I've never known anyone more fussy about cleanliness and order in all my life. If he sees you spilling stuff all over his cafe, you'll be outside in the bins with the garbage!" The Kli'aari cafe owner arrives even as she finishes speaking, throwing two of his his four arms up in the air, and mopping up your spillage furiously with the other two.

You put your meal down on the table, and sit down. The girl is trying to remember where she knows you from, so you tell her. "Of course!" she laughs brightly. She orders herself a mineral water, making it look like she's going to stay for a while. Good.

You're reminded again just how pretty the girl is as you sit opposite her. "My name's Facet," she says brightly after a while. She says she has been waiting for someone from work, but that they haven't arrived. "I work in Personnel at the Imperial Research Station – over by the spaceport. Have you seen it?" You tell her you haven't been on Toprawa long. "Really? Have you come here to work?" she asks. "What do you do?"

**If you tell her you are looking for work, go to 327**

**If you tell her a lie, go to 338**

**If you change the subject, go to 350**

## 13

Before the man in the turban can rise to follow the girl, you place your hand on his arm. "Excuse me," you smile, "mind if I borrow your data pad? Need to find a job – you know how it is."

The man wavers for a moment.

**If you use your Jedi Mind-Influence to convince him to stay, pick how many Power Points you wish to spend. Tick them off on your Character Sheet. Now add the number to 20, and that is the number of the next paragraph you should read (so, if you spend 3 Power Points, you would go to paragraph 23). Go to**

**that paragraph now.**

**If you don't use your Jedi skill, go to 38**

## 14

How embarrassing. You must have blushed all the way through to the inside. The girl's voice was just loud enough to make sure that most of the people in the carriage heard her. A few military types close by glower at you, wondering if they should intervene.

Facet's eyes are flashing. You can see that she finds it quite amusing, as well as irritating, that you have tailed her here, and then had nothing to say. The train slows, braking to halt at the next station. You try to avoid those deep, rich blue eyes, and notice that her ID card is peeking out of the top of her suit pocket. You see her name – Facet Anamor – and a very unflattering holo slide. The card shows that she works at the Imperial Research Station.

Well, that was very illuminating. You look up once more into those eyes. The train pulls gradually to a halt. "Well," she asks, challenging you to reply. You fumble for the door release, and step off the train. "Well," you reply, feeling more comfortable with a little more space around you. "Catch you later, Facet." She smiles, and it looks like a fairly genuine smile. "I hope the Army gets you soon," sneers one of the soldiers from behind her, "it'll make a man out of you."

"How come it didn't work for you?" you ask as the doors close.

Moments later the train is slicing out of the station, and you find yourself – where exactly? Broadwall, according to the station board. It looks like a run-down version of something out of an old vid; slum housing, cheap shopping malls and empty factories. You really don't want to stay here.

**If you wait for the next train in the same direction and go to the Imperial Research Station, go to 160**

**If you go back the way you came to the Commercial District, go to 169**

## 15

You make a big show of going through your pockets, looking for your ID. "Sheesh!," you mutter, trying hard to sound embarrassed

and stupid, "I changed my coat this morning – and I guess I left my ID in my other jacket." Which is just about the lamest excuse you could have offered, of course. It doesn't impress the security guard, or his two buddies, who have finished with the other passengers. "Off the bus, kid," he snarls. You obey. After all, it's not as if you have a lot of choice.

The guard takes you to meet the Captain, who seems to be in charge here at the check-point. He looks you over. "What do we have here, Sergeant?" he asks. "The boy says he left his ID in his other clothing, sir!" the guard replies, sneering with disbelief. "That could be an expensive mistake, son," offers the Captain. "You know the penalty for not carrying your ID?" You do, only too well.

**If you use your Jedi Mind-Influence to convince the Captain that you're just a stupid so-and-so who forgot his ID, select how many Power Points you wish to spend. Mark them off on your Character Sheet. Now add the number to 320, and that is the number of the next paragraph you should read (so, if you spend 1 Power Point, you would go to paragraph 321). Go to that paragraph now.**

**If you don't use your Jedi skill, go to 36**

## 16

You keep walking towards the checkpoint. A couple of the security guards look you over, but it's not you they're interested in today. With a very slight sigh of relief, you pass through the gate, and towards the main doors of the terminal building.

Don't be so paranoid, Havet! There's no way they could be looking for you! You're just a planet-hopper, going about his business. Stay calm!

**Go to 46**

## 17

Boba Fett waits for you to reply. This gives you a moment longer to study the vast range of weaponry on his person, the blaster rifle propped on the floor and the Wookiee pelts strung about his waist. This doesn't look good. Perhaps fake ignorance would work? Trying hard to look even younger than you are, you smile sheepishly. "Boba

Fett? Um – the name is familiar, sir, but I never..."

You never saw him move, but you find yourself at that instant staring at the business end of his blaster rifle. "Are you trying to say you never heard of me, boy?" The idea doesn't seem as brilliant as it did a few moments ago. Fett snarls beneath the helmet. "You'd better pray you never hear of me again."

For a moment, you wonder if you are going to be allowed to leave. Then, with the same impossible speed, Fett swings the butt of the rifle blaster up and into your middle. You collapse, all the air driven from you body. Fett flips you over with his boot. "This isn't a place for children. You'd better leave."

**If you draw your lightsabre, go to 170 – you must have checked 508 to select this option.**

**If you draw your blaster, go to 177 – you must have checked 507 to select this option.**

**If you leave Al's cantina, go to 34**

## 18

Concentrating hard, you lock onto your lightsabre with your mind. This is a trick you learned some time ago, in another tricky situation like this. As the Force reaches out from inside you, you see the lightsabre twist slightly on the table. You concentrate harder, and the grip spins to face you. One last pull, and the lightsabre flies from the desk, through the open door, and lands in your palm with a satisfying slap.

You'll have to forget the rest of your gear – you can hear someone moving about in the room. It's time you were gone!

**Recovering your lightsabre cost you 2 Jedi Power Points. Amend your Character Sheet.**

**Go to 46**

## 19

About a nanosecond after you recognise the Blas-Tech EE-3 pointed right between your eyes, you recognise who is holding it. Worse yet, he recognises...

**Go to 223**

## 20

You realise there is no chance of escape. There are four security guards close at hand – including the guy you knocked over – and who knows how many more could come running at a moment's notice? You decide to put your hands up and be a good boy. "Sorry, officer!" you stammer. "You spooked me... that is, I was miles away and I didn't know you were a guard."

"Yeah, yeah..." the guy snarls, clambering to his feet. "Over here, stupid. Put your bag on the counter. Now, up against the wall."

The guard gives you a quick frisking, taking your ID card from your jacket. He doesn't find much else, but then he wouldn't, would he? He starts on your flight bag, and you know only too well what's in there. You wonder if you should make a run for it. Your friend is delving into the bag, while the other three security guards from the checkpoint seem much more interested in keeping an eye on one of your travelling companions, a tall man in a turban and white coat, who has just collected his luggage from the carousel.

"He's coming, Corporal," one of the guards whispers. The guy with his hands in your bag looks up (it's a miracle he hasn't found your blaster already!). He throws the bag back at you, then swipes your ID card through a machine at the desk.

"You'll keep, kid," he snarls, handing you back your card. "Next time you show up on the computer, you'll be hearing from me. Now get out of here."

He doesn't need to tell you twice! Which way's the exit?

**Check 503 and 510**

**Go to 46**

## 21

Reaching out with your Jedi Mind-Power, you try to influence the man to stay in his seat for a moment longer. For a moment, you feel him start to relax, but then his willpower stiffens, and you lose control. Whew! He's strong! You should have used more power on him.

**Go to 38**

## 22-23

Reaching out with your Jedi Mind-Power, you try to influence the man to stay in his seat for a moment longer. You trying to sooth him with calm words. "You'd like to help me, wouldn't you?" He listens. His eyes take on a slightly glassy aspect, and his shoulders relax visibly. He turns back to face the counter, pushing his data pad towards you.

"Sure," he says. "Take your time. I know what it's like to need work. Things have grown pretty tough here on Toprawa of late."

He leans against the counter rail, and you take a moment to glance at the door. The girl has gone, the door closing behind her as she steps into the street.

Turning back, you see that the man is staring at his empty cup, as if trying to remember why he is still sitting there, and what he is supposed to be doing. It'll take him a few moments yet to shake off your influence.

**If you want to read the data pad, go to 5**

**If you want to leave the cafe immediately, go to 42**

## 24-26

Reaching deep into his mind, you feel the man sag under your influence. "You'd like to help me find a job, wouldn't you?" you ask, your voice calm and soothing. The man nods, and pushes his data pad towards you, his eyes glassy, his movements stiff. You've got hi-.

"Nie, yeen don't!" The cafe owner, a white-skinned humanoid with a large pair of eyes, four arms and an accent you couldn't cut with a vibro-shiv, leans over the counter, his huge paw-like upper right hand descending on the data pad like a joint of meat dropped from twenty metres up. "Yeen boy useen kinda fluence on yeen. Make yeen do what he says!"

Your friend in the turban has gone almost as red as his turban, shaking off your influence. His hand flicks towards his hip, but he stops. You'd be prepared to put your last few credits on there being a blaster under that long, white coat, but he clearly isn't going to start a fight in here. Instead, he grabs the lapel of your coat, and hauls you out of your seat. "Outside," he hisses.

"I haven't finished my meal!" you protest, but Four-Arms has already cleared your plate away, so maybe you have. The man drags you towards the door. The rest of the people in the cafe look 100% solid on his side. No-one likes a mind-bender. Think how much worse things could get if they suspected you were a Jedi?

Moments later, you're outside on the street. Your captor hasn't released the strong grip he has on your lapels. He takes a long look around – probably seeing if he can see where the girl went. She's safely out of sight. Good for her, bad for you. "I'm not very pleased with you, boy!" he hisses. "Let's go some place and discuss it."

**If you want to try and break free, add your Strength Rating (from your Character Sheet) to the number 110. That is the number of the next paragraph you should read (so, if your Strength is 2, go to paragraph 112). Go to that paragraph now.**

**If you allow him to take you wherever he wants, go to 11**

## 27

You hand over your ID. The security guard runs it through his portable reader. Moments later, his eyes widen, and you realise the trouble you had at the spaceport has come back to haunt you.

"Step off the Shuttle," the guard orders, briefly showing the screen on his data reader to his colleagues. They keep their hands by their blasters. You step off the Shuttle with guards flanking you on both sides.

They escort you to the officer in charge of the check-point, a captain. He looks as though he has had a busy day. "What have you got here, sergeant," he asks, tiredly. "This boy's ID has a Code 510 tag on it, sir. A Security Infringement at the spaceport. The reporting officer was Corporal Kiell, Port Security Detachment." The captain takes a look at the guard's data reader. "No details. Looks like Kiell didn't file a report before he was transferred to the penal colony."

"You know, I could easily pick up where Kiell left off, kid," the Captain announces. "A 510 is a major infringement of Imperial Security Regulations."

**If you use your Jedi Mind-Influence to convince the Captain that you're not worth bothering with, pick how many Power Points you wish to spend. Mark them off on your Character Sheet. Now add the number to 320, and that is the number of the next**

**paragraph you should read (so, if you spend 1 Power Point, you would go to paragraph 321). Go to that paragraph now.**

**If you don't use your Jedi skill, go to 36**

## **28**

Something in the urgency of the bearded man's plea makes you realise you had better do as he says. After all, there is an unconscious guard in a closet to explain otherwise. You jab the down button, and return to the foyer. At the first gate you come to, you hand in your metallic green pass, and go through. You hear an argument at one of the other gates; you keep your eyes to your front and ignore it.

As you go towards the door, you brush into an elderly woman. "Go into the city," she hisses. "Find some new ID! We can't keep rescuing you like this?" Is that what this is, a rescue? From what? And why do you need new ID? And who are "we"?

Ever get the feeling you're the only one who doesn't know what's going on? As you leave the IRS, you get the strong impression you're falling deeper and deeper into something you may not get out of.

**If look for a hostel in which to spend the night, go to 50**

**If you take the Shuttle into Toprawa City, go to 169**

## **29**

You stay seated, grateful for a few minutes rest. The man in the turban picks up his data pad, throws a few credits onto the counter, and stands up. You look over your shoulder to see that the blonde girl has gone. The man follows. Something about the situation worries you but – in the end – it isn't any of your business. Unless you want to make it your business.

**If you finish your meal and then go looking for work in the City, go to 169**

**If you decide to follow the man and the girl, go to 44**

The odds look hopeless. Port Security Guards may not rank very highly in the Imperial hierarchy, but there are plenty of them, and you end up just as dead if you get shot by one of them as you do if a Stormtrooper takes you down.

Your relax your stance, dropping your bag and your weapon. "OK, OK!" you call. "Big mistake! Let's all just keep calm here, OK?" Seconds later you're at the business end of three or four blasters, and a corporal is searching you roughly. Both your ID and your flight bag disappear somewhere. If they search it thoroughly...

The corporal puts his face up tight to yours. "You're mine, boy! You'll get ten-to-fifteen for this little stunt. What were you afraid of? Something in the bag you don't want us to find?" You keep quiet. The corporal looks like the kind of guy who treats answers as further provocation. "What's a brat like you doing with a blaster, huh?" Definitely no answer, you don't have a clever excuse to cover that one anyway.

The corporal drags you to an office beside the Checkpoint, throwing you into a chair. He punches keys on a desk console. The screen fills with the face of a harshly beautiful woman. Her eyes flash, eyes which – you notice – have irises which are almost colourless, like glass...

"Report." Her voice spits from the speaker. "Commander... ma'am... I've captured a boy..." On the screen, you see the woman lean forward, her face bright with anger. "What about Vermilion?" "He – he – that is, I –" the corporal stammers. "I thought the boy might be a decoy!"

"In which case, Kiell" remarks the woman, "he's doing his job admirably. More likely, this kid is just a courier who got spooked at the checkpoint. You have his luggage and ID?" The corporal nods, unable to speak. "Then throw him away – we're after bigger fish right now. I want Vermilion, and I want the codes he's carrying. Get back out there and catch him!" The corporal races out like he's on fire. Which leaves just you and the communications console. And the woman with the sparkling, colourless eyes.

"As for you," she whispers, "I expect we'll meet again. Without ID, you can't so much as breath on Toprawa. Sooner or later, a patrol will pick you up, and you'll be mine. Save yourself the worry, and surrender. My offices are in the Security Wing of the Imperial Research Station, just a mile from the port. When you get there, ask

to be taken to see me. My name is Diamond. I'm in charge of security here. I expect we have a lot to talk about."

The screen goes blank.

### Check 511 & 512

Go to 4

## 31

You turn towards a small data centre, pretending to be interested in the local news and weather. Your hands feel clammy, and there's sweat on your brow. What a great start this is!

You wait for some sign of the other passengers making their way to the gate, but they're all still waiting at the Luggage Claim area. What's the delay? Suddenly, there's a tap on your shoulder, making you jump half out of your skin. Turning, you come face to face with a member of the Port Security Detachment.

"Excuse me," he asks, with a sneering grin, "did you just arrive on the transport from Feena? Mind if I ask you some questions?"

If you wait to hear what he has to say, go to 80

If you use your Jedi Mind-Influence to convince him to leave you alone, pick how many Power Points you wish to spend. Tick them off on your Character Sheet. Now add the number to 300, and that is the number of the next paragraph you should read (so, if you spend 3 Power Points, you would go to paragraph 303). Go to that paragraph now.

If you try to escape, go to 174

## 32

You continue to walk away from the Imperial Research Station, the bearded man in the suit close behind you. After a while, when you are confident you are no longer in range of the surveillance cameras at the station, you slow your pace. The bearded man comes a little closer, and introduces himself as Scarlett. You try to make it obvious that you're not trying to make friends.

"What help could you offer me?" you ask, abruptly. "A new ID,

perhaps..." he replies. "Or a way of striking back at the Empire. It depends..." He continues walking, while you come to a stop. "Depends on what?" you ask. "On what you have to offer in exchange," he answers. "But let's go somewhere more private to discuss it."

**If you go with the bearded man, go to 49**

**If you ignore him, and look for a place to eat instead, go to 141**

## 33

Facet looks genuinely surprised when you ask if you can see her after work. "You're a fast worker!" she laughs, thinking the prospect through. "OK – you're on!" She offers you a data card carrying her address, then realises you don't have a personal pad. She finds a sheet of paper instead, and writes quickly on it. "Don't lose this, Havet!" she says as she hands the sheet over. "Oh, and Havet... see if you can arrange to have a bath first!"

Cheek! Still, she may have a point. It has been rather longer than usual since you hit the showers. As for your coat, it could probably walk to Facet's apartment even without you in it.

"Come on," she says, "I'll show you out."

**Check 525**

**Go to 47**

## 34

You make your way to the front entrance of the cantina. From this side, you see that there is a narrow staircase leading to the upper floor. A sign says 'Staff Only'.

**If you go up the stairs, go to 58**

**If you leave the cantina and you have checked 568, go to 69**

**If you leave the cantina but you haven't checked 568, go to 97**

## 35

You make your way quickly to the table where the Wookiee is seated, but you realise Fett has seen you. He is on his feet in an instant, and you arrive at the table at the same time. The Wookiee and his companion look up, vaguely surprised to see a young human stranger and an infamous Bounty Hunter coming eyeball-to-facemask right in the middle of their own argument. Ten-eyes scampers off, but the Wookiee settles in his seat, with a relaxed grin on his hairy face.

"I really didn't expect to ever see you again," Fett says briskly. His fingers flex on his blaster rifle. "Didn't I tell you I'd kill you if I did?" You try to act cool. Fett, on the other hand, is growling. Or is it him? You check the Wookiee; he isn't smiling any more, his face is distorted with fury. He is staring at a number of scalps of Fett's belt. Wookiee scalps.

"I couldn't remember," you reply, "if you said you'd kill me, or if I said I'd kill you." Fett starts; he can't believe his ears. All the same, his blaster rifle starts to swing up in your direction – until with a wild swing of his paw, the Wookiee smashes it to the floor. It looks like you have an ally!

You must fight Fett. Read 578, then use the combat rules from the beginning of the book. Remember this paragraph number so you can find your way back.

**If you win, go to 91**

**If you lose, go to 104**

**If both you and Fett are still alive after two rounds of combat, go to 117**

## 36

"What's your name, boy; where are you from?" The Captain looks hard into your eyes, trying to make up his mind if you're worth bothering with. You answer, respectfully. For a moment, it looks as if the Captain is going to let you go, but then he stiffens. "Run a visual ID check, Sergeant, see if his face rings any more bells than his ID card." He turns back to you. "Something about you makes me unhappy, Havet Storm."

If you fight a combat, read 523. Use the combat rules from the beginning of the book. Remember this paragraph number so you can find

your way back here.

**If you win the combat, go to 81**

**If you lose the battle, go to 92**

**If you surrender after the combat has begun, go to 84**

**If you don't want to fight, but you have checked 513, go to 48**

**If you don't want to fight and you have not checked 513, go to 60**

## 37

There is a slight delay, and then an enormous explosion – with you right at the centre of it. Now how did that happen?

**If you want to start again so you can find out, go to 1**

## 38

The man gives you an impatient look, and throws a few more credits on the counter. "Why don't you use your own?" he snaps. "Broken!" you shrug. He sneers "Better get it fixed, then, huh?" and with that turns away and heads for the door.

**If you follow him, go to 44**

**If you take the extra money (you could use it!) and go job-hunting once you have finished your meal, go to 169**

## 39

Hey, this is a broad daylight in an Imperial City, how dangerous can it be? You decide to cut through the alley. If you're right, the part of town where all the hostels and cheap rental apartments are should be just a few blocks to the west.

The alley turns a few times, twisting between the backs of run-down apartments. It's getting pretty dark along here – just the kind of place you'd expect to get ambushed... Fortunately, after a few more turns, you're almost through the worst of it, and you see a man come round the corner ahead of you, walking in your direction. He looks harmless, enough – a small, middle-aged man, thirty or forty kilos overweight. You really shouldn't be so –

Suddenly, the guys looks up, startled. He isn't looking at you, but rather at somebody, or something in the shadow of a fire escape ahead of you. He looks terrified! What can he have seen to make him so afraid?

**If you stay to find out, go to 185**

**If you turn back, and leave the alley the way you came, go to 83**

## 40

You hand over your ID, and the security guard runs it through his portable reader. Moments later, his eyes are virtually standing out on stalks. He pulls his blaster in one smooth movement. Seconds later, his stunned colleagues have done the same. "Off the Shuttle," the guard barks, the tension in his voice almost making it crack. Your fellow passengers gawk through the windows as you are lead off, wondering what kind of criminal desperado you are.

The guards escort you to the Officer in charge. He looks as though he has had a busy day, but he perks up when he sees his men pushing a prisoner ahead of them. "What have you got here, Sergeant?" he asks. "This boy's ID flagged a Code 511, sir. All sightings to be reported to Commander Diamond at the IRS immediately." The captain frowns. "There must be some mistake. This is just a kid, not the leader of the Rebel Alliance!"

"No mistake, sir! The Commander wants this kid." The Captain sighs. "Then we'd better send him to her, Sergeant. Gift-wrapped." The Sergeant salutes, and goes to fetch some binders from the check-point. The captain gives you a lingering once-over. "I don't know what you've done, kid, but frankly, I wouldn't be in your shoes for anything."

Frankly, you feel much the same way.

**If you choose to fight a combat, read 523, then use the combat rules from the beginning of the book. Keep a note of this paragraph number so you can find your way back here.**

**If you win the combat, go to 81**

**If you lose the battle, go to 92**

**If you surrender after the battle has started, go to 84**

**If you accept that the odds are too great to fight your way out, and surrender before things start, go to 54**

## 41

You realise quickly just why it is your instincts are shouting such loud warnings. This is the very same alley in which you watched that Pierc guy get murdered. The place seems haunted by evil. You could leave and take the long way round, y'know.

Instead, you steel yourself to walk between the run-down apartment buildings. It's quiet (too quiet?). After several turns, you reach the point at which you saw Pierc killed. There is no evidence left to show that it ever happened, but the memory will stay with you always.

Reaching the far end of the alley, you feel a lot better. Or, at least you would if you weren't so certain that you and Pierc's killer will meet again before much longer.

**If you head towards one of the nearby hostels, go to 50**

**If you take the Shuttle into Toprawa City, go to 72**

## 42

You wait a few moments, watching the man in the turban wrestle with his confused mind. He stares at his cup, knowing he's supposed to be doing something, but unable to remember...

Of course, the effect can only last so long, so you pay up and leave. Outside the cafe, you stop to wonder just why he was so interested in the blonde girl. Perhaps you should have warned her? Well, it's too late now. There's no sign of her anywhere, and too many routes she could have taken. You strongly doubt if you'd even recognise her again.

So, you've done your good deed for the day (even if you're not quite sure what it was). You could get back to finding some work, or you could satisfy your curiosity about the man in the turban. Something about him is preying on your mind, like an itch you can't reach.

**If you get back to looking for a job, go to 169**

**If you wait for the man in the turban to leave the cafe, go to 7**

## 43

The grey-skinned waiter grudgingly takes your order – you decide to try the special. “Good choice,” he says automatically, heading off for the kitchen. You look around. The place is largely empty, except for a very attractive blonde girl, a shade older than you, and someone sitting in a booth near the back of the cafe. All you can see of the mystery customer is a pair of light-coloured leggings worn over short red boots.

One good thing of arriving at this hour is that your meal comes quickly. The flip side is that it is very over-cooked – it’s probably been sitting in a warmer since lunch-time. You consider complaining, but there’s not much point making a fuss. It tastes OK, and it’s filling. You gulp it down, and lean back. The blonde girl catches you looking at her, and smiles, nervously checking her chrono a moment later.

**Read 538. Remember to come back here after.**

**If you go across to speak to the girl, go to 57**

**If you finish your drink, go to 70**

## 44

You wolf down the last few mouthfuls of your meal, and head for the exit. You’re not sure why, but something doesn’t feel right, and you can’t just let it go.

The young girl is ahead of you, walking under the Rapid Transit Mono. Seconds later, you catch sight of the blood-red turban of the man. He is keeping to the side of the street, hugging the doorways. The girl doesn’t look back.

She steps on an escalator up to the Mono-Rail. The man waits a moment, then runs through the door leading to the stairs. You’ve come this far, what are you going to do next?

**Read 539. Remember to come back here after.**

**If you take the escalator, go to 53**

**If you take the stairs, go to 64**

## **45**

Shortly afterwards, you're back out on the street outside the IRS. You have a lot to think about, and you could do with somewhere quiet you could nurse an ice-cold Star Racer while you work everything out. Didn't you notice a place back towards the spaceport? It's worth a look.

You notice a tall bearded man wearing a suit and a hideous red belt. As you walk away from the IRS, he follows, crossing the street to drop in just behind you. "If you've got problems with our friends in the Empire," he says, his voice no louder than a murmur, "I may be able to help you."

**If you have checked 557, go to 416**

**If you haven't checked 557, and you listen to what he has to say, go to 32**

**If you ignore him and go back towards the spaceport area, go to 99**

## **46**

Outside the terminal, shuttles queue for business, taking tired businessmen and Imperial servants into the city. What are your plans? A decent meal would be a good start, or maybe a place to stay.

**If you look for a place to stay, go to 50**

**If you look for something to eat, go to 141**

**If you take the shuttle into the city, go to 72**

## **47**

One of Facet's aides takes you down to the reception area. The visitor's security pass on your coat is removed, and your belongings are returned.

**If you have a Blaster amongst your equipment, read 617**

**Go to 45**

## 48

Under guard, you are taken into the checkpoint, where the Sergeant trains a camera on you. The image comes up on a console screen. Through the keyboard, he then orders the central computer to compare it to the visual records in its data banks. Moments later, a chime rings from the console's speaker. The sergeant turns back to the console screen, his eyes widening. You can guess what he has seen there; instead of a record of juvenile offences, he has seen your image matched perfectly with that of the gunman who caused such mayhem at the spaceport. "Captain!" he calls, reaching for his blaster at the same time.

**If you choose to fight, read 523, then use the combat rules at the front of the book. Remember this paragraph number so you can find your way back here.**

**If you win the combat, go to 81**

**If you lose the battle, go to 92**

**If you feel the odds are too great to fight your way out, go to 84**

## 49

Scarlett leads you to an apartment block, close to the main road, but sheltered behind a few discount warehouses and closed down factories. In one of the upper floor rooms, he sits you down on an old packing case. You noticed that he just walked in – there were no locks on the door. You guess no-one actually lives in this building. You don't blame them.

He walks over to a rusting metal container. "Drink?" Hmmm. Good idea – it's too much to expect that he has a Star Racer in there though, isn't it? Too true it is; he brings open a carton of some Toprawan milk. What creature this stuff came from you wouldn't want to know.

"OK, Havet, here's the pitch. Toprawa has had a raw deal. The Empire has stifled trade, closing the factories and forcing people out of work. They want to make Toprawa unattractive to outsiders, and to depress the local economy so much that the people who stay have to work for them or starve. You with me so far?" You grin sarcastically to show that you're not a complete idiot. You hadn't realised you were going to sit through a current affairs lecture, though.

"So, my people want to make changes. They want the Imperial Research Station closed down. What we think is that they're doing some top secret research in there, and that if we blow the lid on it, they'll move somewhere else, and things can get back to normal round here."

This doesn't quite ring true, but Scarlett is on a roll and you don't interrupt him. "The best way to find out what is going on inside the Station is to get to someone on the inside, and as far as we can see the best person to get to is Facet Anamor." Oh, oh! "You see, there are three types of people who work at the IRS. Military fanatics; forget them, they wouldn't tell you the time of day. Toprawan workers, who are kept from all the really secure stuff. Imperial scientists and engineers, who work in the most sensitive areas, but who don't mix much with people outside the Station. And there's Facet..." Doesn't that make four? Or doesn't she count as a type?

"Facet isn't an Imperial die-hard. But her father is Druth Anamor, the head of the Research Department, the guy working on all the really sensitive stuff. He got her the job; pulled strings. I mean, she isn't old enough to blow bubbles – know what I mean? No offence intended, Havet."

"None taken." You sip more of the strange drink. "Who are 'your people', and why should I help you?" He grins, a little nervously. "We're people like you, Havet. People who don't fit in. Outsiders. That's why a few of us have banded together to join the Rebel Alliance."

"A rebellion?" you scoff. "Against the Emperor? That's kind of a long shot, isn't it?" Scarlett nods in agreement. "Only if we can't attract people like you, Havet." Oh, really? Why are you so important – except for the fact that you know Facet Anamor, that is? "The Empire has all the good cards, but we have the right cause. And we only recruit people we can trust." Oh, sure.

"And you think I can get the information you want from Facet?" He nods again. "We have people on the inside, Havet, but no-one high enough to find out what is going on. Facet is close enough to the top to know everything. So, if someone gets close to Facet, we might hear what she hears from daddy. She seems to have taken a shine to you, Havet." You splutter a mouthful of the milk across the floor. "She has?" you choke. "Why, what do you know?"

### **Check 557**

**If you have already checked 525, go to 73**

**If you have already checked 553 or 554, go to 62**

**(If you have checked both 525 and 553/4, you may pick either 62 or 73)**

**Otherwise, go to 93**

## **50**

A sign attracts you towards a cheap hostel close by the port, but off the main through routes. There are several in this district, catering for through passengers laying over on Toprawa on their way somewhere more interesting. You check the place out; it looks OK. Only one main exit, a service access at the rear, and lots of passages and corridors where you could lose anyone who came looking for you.

**If you have checked 569, go to 59**

**Otherwise, if you want to rest up for the night, go to 139**

**Or if you look for something to eat, go to 141**

**Or if you go into the city to look for work, go to 6**

## **51**

You try to leave before Fett sees you, but too late. The other customers in the cantina dive for cover as he offers no warning, but opens fire immediately as you dive for the door.

**You must fight Fett. Read 579, then use the combat rules from the beginning of the book. Remember this paragraph number so you can find your way back.**

**If you win, go to 91**

**If you lose, go to 104**

**If both you and Fett are still alive after two rounds of combat, go to 117**

## 52

You hand over your ID, and the security guard runs it through his portable reader. Moments later, he hands it back to you, moving onto the next passenger. Your new ID passed! The guards finish their job, then step off the Shuttle. The check-point barrier is raised, and the Shuttle passes through. You're not the only one breathing a sigh of relief.

**Go to 86**

## 53

As you make up your mind to follow the girl, you hear the approaching whine of a Mono-Rail train, humming along on its repulsor cushion. You run for the foot of the escalator, and run up the steps three at a time. A set of automatic gates bars your way, and you fumble for the correct credits, finally dropping them into the slot as the train enters the station. Hitting the platform at a rush, you look round, trying to find her on the crowded platform. Catching sight of a flash of blonde hair just along from the entrance, you dive towards the doors of the nearest carriage.

Walking along the train as it moves out of the station, you meet up with the girl in the front carriage. She is sitting on one side, reading the notices on the walls, but she looks up as you enter the carriage. She seems almost irritated to see you.

Not so sure of what you're doing here, you take up position by the doors. Moments later, she rises, and walks boldly over to where you are standing.

"Are you following me?" she asks, in a low voice. "Because if you are, at the next station I shall call Security. And if you aren't, then I'd like to know what you are doing."

**Check 515 if you haven't already done so**

**If you have already checked 541, you may choose to go to 89**

**If you haven't already checked 525, and you ask her for a date, go to 74**

**Otherwise, if you tell her about the man in the turban, go to 68**

**If you get off at the next stop, go to 14**

## 54

The guys at the check-point have become very excitable, now they think they have a major criminal on their hands. You are restrained by binders fastened over your wrists, and kept under close watch while they arrange for transportation to a detention centre. After a while, a security skiff arrives, and you are locked securely in one of its cells for the short journey to Toprawa's Imperial Research Station, at which there is a top-security detention centre.

The journey takes but a little while. At the end of it, the cell door opens, and you step out into bright sunlight. Blinking the pain from your eyes, you look around. The skiff has entered a high-security compound, surrounded by active response fencing, guarded by Imperial military personnel and perimeter defence droids, and watched over by high towers with more guards and clusters of sensitive sensor arrays. Six stormtroopers are posted to watch your every move.

Two of them step aside at the approach of a figure wearing the uniform of an Imperial Commander. Tall, with short-cut black hair, a fierce and determined expression, and a lean, powerful-looking body, the woman steps gracefully towards you, so close that you catch a slight whiff of her perfume, and the heat of her breath on your face.

"Hello, Havet," she says softly, for your benefit alone. "Remember me?" Um – yes, you do. This would be Commander Diamond, head of security, and a woman who seems to have developed an uncommon degree of hatred for you. Not good news.

"Take the boy up to my office. I'll be along shortly."

**Go to 330**

## 55

Your first shot causes mayhem, as passengers dive for cover, and the four security guards react to the sudden appearance of drama and death. They react slowly, clumsily, as you squeeze off your shots. For a moment, you have an edge. Then you hear a scraping noise off to your left, and you realise that the odds were always just that little bit too long.

Another guard appears from a ready room nearby. In the second it takes you to locate him, he levels his blaster at you. You try to turn, but there is no time, no time at all! In stop-frame motion, you watch

him squeeze the trigger, and the terrible energy of his blaster discharges directly at you...

And then you wake. You shiver, finding yourself bathed in sweat, and chilled by the air circulator above you. Instead of a pointless death in a spaceport arrivals lounge, you find you are still on the cramped ship from Feena, several hours from docking. A dream!

Or was it just a dream? The Force has often given you premonitions before, but never anything as clear and direct as this! If this is a warning, then you have learned your lesson. Fear is a warrior's greatest enemy, as well as his closest ally. You must not over-react; Toprawa is just another world where no-one has ever heard of Havet Storm, where no-one knows his secret. So take it easy, Havet. When you need to draw your blaster, you'll know.

**Forewarned is forearmed. Now you begin your adventure for real. Go to 1**

## 56

In the distance, you hear a dull rumbling sound, and then a closer explosion shakes the building. You stumble. Another massive explosion kicks in the windows, and fills the room with dust and debris. The Rebels have started their attack on the Station, and you have run out of time.

**So close. What could you have done to improve your chances? Why not try playing Jedi Dawn again?**

## 57

You're normally not as pushy as this, but something about the way the girl smiled at you gives you a bit of extra courage. Either that, or the Force has some very peculiar ways of showing itself. Whatever, you walk over to the girl's table.

"Mind if I join you?" you ask. "No!" she replies, and she looks genuinely pleased to see you. She is really very attractive. Her eyes are the deepest blue you've ever seen. "I'm supposed to be meeting someone, but it looks like I've been stood up." You tell her that the guy must be flying his ship without a hyperdrive, and she laughs.

"My name's Facet," she says brightly after you have chatted for a while. The moron who has stood her up works with her. "I work in

Personnel at the Imperial Research Station – over by the spaceport. Have you seen it?" You tell her you haven't been on Toprava long. "Really? Have you come here to work?" she asks. "What do you do?"

**If you tell her you are looking for work, go to 327**

**If you tell her a lie, go to 338**

**If you change the subject, go to 350**

## 58

You slip upstairs, curiosity having got the better of you. The upper floor above the cantina is locked – probably Al's living quarters. You could break in, but you'd easily be caught. Forget it.

The stairs continue, leading up to the roof. You have a reasonable view from up here – many of the surrounding buildings are single-floor. Looking out over the street, you can see into an alley opposite the cantina. At once, you are gripped by a strong sensation of apprehension, as if the Force is trying to warn you...

**If you have checked 569, go to 71**

**If not, go to 98**

## 59

Just as you get ready to enter the Hostel, you notice a security guard in the lobby. You hold back. Then you see another guard in a ground car along the street, and another talking to the owner of a grocery store. The area is crawling with cops! An old man sitting on the porch of an apartment block watches you watching them. "They're lookin' for someone!" he says. Of course they are, you soppy old fool. "Witness to an incident near Al's cantina. Must be big. Half the cops on Toprava are looking for him."

You start to turn away. The old man coughs. "Young fellow, apparently. Long coat. Asked me if I'd seen him." He looks you dead in the eye. "I still haven't, have I?" You take it back; the old boy is a lot smarter than you thought.

**If you head back the way you came, go to 99**

**If you leave the spaceport area and head into the City, go to 72**

## **60**

Under guard, you are taken into the checkpoint, where the Sergeant trains a camera on you. Through the keyboard, he orders the central computer to compare your image with its visual records. Your heart pounds, even though you don't expect it to come up with anything. After all, they're only going to be comparing it to the database here on Toprawa, right? And even if they go into the Imperial net, surely they aren't going to dredge up anything from your past so easily!

Moments later, a chime rings from the console's speaker, and the Sergeant checks the report. "Nothing." The Officer takes another long look at you, and – fortunately – decides he can't be bothered processing the datawork on some stupid juvenile who can't remember to carry his ID. "Let him go, Sergeant," he orders. "And you, when you get home, find your ID and a tube of adhesive, and stick it to some part of yourself where you won't forget it next time!" Choking back a retort about where you'd like to stick his ID, you follow the Sergeant back to the Shuttle.

The other passengers give you the eye as you get back on board. Half of them had you down as a runaway, the rest figured the security team would roust you just to meet their quota. Frankly, you don't care what they think. The check-point barrier is raised, and the Shuttle passes through. Moments later, you're back on the highway.

**Go to 86**

## **61**

Better safe than sorry. You take the fire escape, which brings you down into a small yard at the back of the cantina. Slipping out through the gate, you jog as inconspicuously as you can up the street. No-one follows you. For now, all is quiet.

So, where do you go from here, Havet?

**Go to 99**

## **62**

"Well," says Scarlett, "we know about the job she offered you. Don't be surprised, that's how she works. She has dozens of people spying against each other." Surely all Scarlett wants is the same thing in

reverse. What's so different about his offer?

If you have checked 556 and you want to tell Scarlett about it, go to 95. Keep a note of this paragraph number so you can find your way back

Otherwise, go to 88

## 63

The Force must be looking after you, or something, because you manage to walk the length of the room and into the alcove without Boba Fett looking up at you once. Has he forgotten you? Never mind that now. The alcove shelters you from sight, but you can still overhear Fett's conversation with the Nalroni trader perfectly.

"So, you can't actually be certain where the Millennium Falcon is?" asks Fett. "Not certain, no," replies the Nalroni, in his falsetto, whining voice. "Solo isn't working for us, or for any of his other contacts. It seems most likely that he and his ship are holed up somewhere, waiting for a cargo. If Jabba the Hut doesn't know where that is, I don't think we're likely to find out."

You pity this Solo character if Fett is after him. Wonder what he's done?

"Very well, Karaff," Fett says after a few moments. "I shall have to try and pick up his trail elsewhere. I shall leave Toprawa just as soon as I have killed the brat hiding in the alcove above us. Thank you for your assistance."

You hear the Nalroni laughing while you digest what you have just heard. Fett must have seen you from the first moment you entered the cantina, and he hasn't exactly forgiven you! You're in deep trouble now, Havet!

If you use your lightsabre to hack through the wall behind you, go to 75

If you draw your blaster, go to 90

If you use Arf to set up a decoy, go to 103

## 64

Something about the man in the turban disturbs you. You're not quite sure if he is following the girl or not, but he's acting so furtively, he must be up to something. From somewhere close behind, you hear the approaching whine of a Monorail train, humming along on its repulsor cushion. There's no time to reach the escalator, so you race instead towards the nearby stairwell.

As you burst through the door, you enter complete blackness, and you almost stumble as you bring yourself to a halt. The lights must be fused or something. Hands out-stretched, you grope for the stairs, knowing that the train is almost in the station above. You grit your teeth, determined to get there in time, but it's your single-minded determination which lets you down. As you bang your foot against the first step, an arm snakes round your throat, and the business end of a blaster grazes your temple. A hoarse whisper rasps in your ear. "I don't know what your game is, boy, but you shouldn't get involved with things which don't concern you."

"Hey – I just wanted to catch the train!" you argue, but your attacker just grips you tighter. "I bet you don't even know where it's headed! Now listen, off-worlder. This is your one and only friendly warning. Stay away from Facet Anamor. Walk out of here now, and don't look back. If I see you again, I'll kill you."

Overhead, you hear the rumble as the train closes its doors and leaves the station. Your assailant removes the gun from your head, and pushes you towards the street level exit.

**If you go quietly out into the street, go to 87**

**If you still have your lightsabre and wish to draw it, go to 96**

**If you have a blaster, and you wish to draw that, go to 100**

## 65

You hand over your ID, and the security guard runs it through his portable reader. Moments later, he hands it back, moving onto the next passenger without another word. Relax, Havet – they're not after you. They finish their job, then step off the Shuttle. The checkpoint barrier is raised, and the Shuttle passes through. You're not the only one breathing a sigh of relief.

**Go to 86**

## **66**

It doesn't look good. There are four of them – including the guard sprawled on the ground – and who knows how many more can come running at a moment's notice? It's too late to back out now, though – you've pulled your blaster. The guards hesitate for a moment, allowing you a free shot, but they're drawing their weapons, and at this range they're not likely to miss very often. Havet, you're in it up to your neck! It's time to swim or get out of the water!

**If you surrender immediately, go to 30**

**If you choose to fight, read 505, then use the combat rules from the beginning of the book. Remember this paragraph number so you can find your way back**

**If you blast two of the guards, go to 82**

**If you lose the battle, go to 55**

## **67**

Then it hits you. The blonde girl walking away from the alley is none other than Facet Anamor! The woman from the Imperial Research Station who seems to attract so much attention, walking past – or away from – the alley where a man was just murdered! Coincidence? Maybe. You watch carefully, making sure the dark-haired killer doesn't appear. Facet continues up the street, until she reaches the distant Research Station with its high fences and heavy security. Only when she is safe inside do you run back down the stairs to the exit from the cantina.

**Go to 34**

## **68**

"I'm not your problem," you say quickly, before anyone else in the carriage gets involved (it's crawling with soldiers, all listening to your conversation). "You were being followed!" Her face clouds over. A young officer leans forward, his brittle stare directed straight at you. "Are you OK, Facet?" he asks. "Yes," she replies. "I just had some news I wasn't expecting, that's all."

She motions for you to join her on a seat away from the door. "What did you see?" You tell her about the man in the turban. With a few

simple questions, she gets all of the details. "Vermilion," she whispers. "He must be planning to kidnap me." She thinks it through. "I'll have to live out at the Station for a few weeks. What a pity; I quite like my little apartment in the City."

You're on the point of offering to house-sit for her (hey, it'd be cheaper than renting!) when she says. "I'm really very grateful. Can I do something for you? Could you use some work?"

It's the best offer you've had all day (because it's the only offer you've had all day). "Good," she smiles. "We're almost at the Station now. Take this —" she presses her card into your hand "— and if anyone asks, tell them you have an appointment to see me." She gets up from her seat. "I'll see you in an hour. I just need to take care of a few things first."

The train pulls into another stop. Facet shakes your hand and moves quickly to the door, leaving you to go onto the end of the line. The other passengers look at you as if you had just won the lottery. They really seem to dislike you — it's great!

### **Check 541 & 551**

### **Go to 160**

## **69**

You can't just stay here. Even though you're worried about the murderer in the alley, you have to go back out on the street sometime. So, you pull back the door, and —

You hear a dull thump, and a blow crashes against your chest. Your eyes are misting over, but you catch a glimpse of the killer, smoking blaster in hand, retreating back into the alley in which she has been waiting for you since you entered the cantina...

**Your adventure is over. Start again**

## **70**

You nurse your drink, thinking about what comes next. The grey-skinned waiter drops some heavy hints about closing. Moments later, you watch the blonde girl sweep past, heading for the door. You feel a momentary regret that you didn't have the courage to talk to her. A friend or two here on Toprawa wouldn't go amiss.

Moments later, the other customer leaves too. You catch a glance of a tall man, in a white coat and a red turban. He pauses in the doorway, looking up the street in the direction the girl took. Something tugs at your senses – something about the way he was hiding in the shadows until now. It doesn't quite feel right somehow.

There have been times when your instincts have kept you alive. Your grand-father told you should always listen to the Force. But then, your grand-father died for being a Jedi, didn't he?

**Read 540. Remember to come back here after.**

**If you follow them, go to 44**

**If you stay and finish your drink, then head for the Shuttle, go to 199**

## 71

Of course, it's obvious why your instincts were jangling so loudly. That alley across the street was where you saw that guy murdered. You have an excellent view of the very spot from up here, but there is no body, no sign at all that anything ever happened.

And no sign of the killer. You could leave the cantina now in perfect safety, it seems. Of course, the fire escape down into the yard might be safer still...

**If you take the fire escape, go to 61**

**If you go back downstairs, go to 34**

## 72

Prices on Toprawa are pretty steep. Even the Shuttle into the City seems to dig deep into your meagre reserves. You need a way to make some credits, and fast.

You step off the Shuttle in the main business district of the City. It's busy, noisy and very unfamiliar. In fact, you could get lost very easily here. It might be an idea to find a base of operations you can work from while you explore.

Across the way, there's a small cafe which doesn't look too expensive. Perhaps if you buy something to eat, the owner will steer you towards some lodgings and a job?

**If you go into the cafe, go to 150**

**If you continue to explore, go to 169**

## 73

"Don't be bashful," says Scarlett, "we know she has asked you to go to her apartment. All we want is for you to keep that appointment, and perhaps to see her again on some other night. That's not so bad, is it?"

"You don't want me to help kidnap her?" you ask. "No," says Scarlett slowly. "We just want to find out what she knows, and to have you in a position to influence her."

**If you have checked 556 and you want to tell Scarlett about it, go to 95. Keep a note of this paragraph number if you want to go off and read 556 first.**

**Otherwise, go to 88.**

## 74

Her voice was just loud enough to attract the attention of every other passenger in the carriage. Several of them are large soldiers; you feel very exposed. "Um —" you say, unhelpfully.

One soldier, a really unpleasant individual with a scar from a knife cut across his nose, leans forward. "Is everything OK, Miss Facet?" he asks. Sure, she's fine, look at her she's smiling. "I think so, Gierret," she replies. "I'm just waiting to see why this boy was following me." Well, it can't get any worse, can it? So, you might as well be hung for a sneatta as a loomis.

"I saw you in the cafe," you start. "Yes," she replies, "and I saw you." Good start. "Well, I just wondered if — I'm new on Toprawa, you see, and I haven't met anyone else — not that you're just anyone, but — um — well, anyway, I wondered if, perhaps, you'd — um — show me around?"

The silence that follows is like a chill wind on a hot day; it gets right through to the marrow of your bones. Facet thinks about what you have said for a long time. Then she leans to one side, and takes a napkin away from a young soldier who is eating his lunch (well, actually, he's been watching you for the last two minutes, like everyone else). She scribbles on it in lipstick.

"You're on," she says, and hands you the napkin. Everyone in the carriage sucks in a long breath, and you find that you are even more the centre of attention than you were before. Only now the suspicion has been replaced by envy. The train pulls into the next-to-last station on the line. "I'll see you later," says Facet. You take the hint, and step onto the platform. A few seconds later, you're alone with your napkin, as the train pulls out. Every eye in the carriage is on you.

So, what next? You're at a stop called Broadwall, according to the station board. Looking over the platform wall and down into the streets below, you see what a delightful part of town it is. It looks like a run-down version of something out of an old vid; slum housing, cheap shopping malls and empty factories. Freight ships lumber overhead, their engines howling as they lift away from the spaceport. You really don't want to stay here.

### **Check 525**

**If you wait for the next train in the same direction and go to the Imperial Research Station, go to 160**

**If you go back the way you came to the Commercial District, go to 169**

## **75**

Knowing that your life expectancy can be measured in seconds, you quickly pull out your lightsabre, and activate its blade. Heads are just starting to turn in the direction of the gloomy alcove as you slash through the wall. Shutting off the beam, you dive out into the street. With luck, Al's customers will assume you had some kind of industrial cutter, not a Jedi lightsabre!

You've gained a few precious seconds on Fett. There's nowhere you can run to that he can't find you, but you might be able to get an edge before he comes through the side door.

**Decide now if you want to begin the fight At Range or Close-Up. Now read 558, and use the combat rules from the beginning of the book. Keep a note of this paragraph number so you can find your way back here.**

**If you win the combat, go to 91**

**If you lose the battle, go to 104**

**If you are both alive after three round of combat, go to 117**

You decide you have to get rid of Facet's transmitter, and so you follow Scarlett's directions to an electronics repair shop on a back street somewhere well back from the main highway. A sign names the business as Vattali's Repairs. The shop is open, but there are no customers. A small, blue-skinned humanoid with delicate, long fingers comes to the counter. You show him the bracelet.

"You want to get this off?" he asks, in a high, piping voice. "You'll be lucky! I've seen these Imperial locks before – you need two pairs of hands and all kinds of specialised equipment." He shakes his head. "Don't think I can help you."

"Can't you give it a try?" you ask. "Scarlett said it was important I got rid of this thing." The shop-owner laughs (you think it was a laugh, anyway). "I suppose we could try. You'll have to help. I'll get my tools."

So, just a few moments later, you're holding a needle-thin probe against a tiny electronic contact in the lock of the bracelet. The blue-skinned alien holds a cutter in his delicate fingers. "I'm going to cut the main bolt," he twitters. "Keep perfectly still. If you don't keep that contact closed, you'll fuse the lock permanently." You hold your breath, and call on the Force to help steady your hand as Vattali goes to work.

**You must use your Tech Skill and your Jedi power to do your share of the work. Decide how many Jedi Power Points you will spend, and add that number to your Tech Skill (from your Character Sheet). Add the total to 250. That is the number of the next paragraph you should go to. So, if your Tech Skill is 3, and you spend 3 Jedi Power Points, you would go to 256**

Up close, you can see the damage that was done to Al's cantina during the battle (not to mention the damage you and Boba Fett dished out!). The place has been gutted by fire. It looks like Al the Alchemist will be out of business for some time. From where you stand, the place has actually been improved.

There's no sign of Al; just a bearded guy in a suit and a red belt picking through the debris.

**If you have checked 557, go to 105**

**If you havn't checked 557, but you have checked 616, go to 415**

**If you haven't checked either of these, go to 78**

## **78**

At a guess, you'd say the man must be some kind of insurance assessor. You wonder if Al was covered for being crushed by a space shuttle?

You turn away. What are your plans now, Havet?

**Go to 99**

## **79**

It takes a moment for the credit to drop. The blonde girl in the street is the same girl you saw in the cafe in Toprawa City. Coincidence? Maybe, but something's tingling in the back of your mind. Perhaps you could pay another visit to that cafe soon.

Meanwhile, you watch the girl continue up the street, until she reaches the distant Research Station with its high fences and heavy security. There's no sign of the dark-haired killer. You think long and hard about what you have seen, then finally make your way to the stairs.

**Go to 34**

## **80**

You draw on all your strength in an effort to stay calm. The guard looks you over, then speaks in a low voice. "You boarded the flight on Korphir, right? See anything suspicious? Anyone carrying anything unusual?"

Even though your mouth is dry, you manage to answer. There isn't anything you can tell him, after all. "Hmmm," he snorts, looking at the other passengers. "See the guy there, wearing the turban and the white jacket?" You look across at the luggage carousel. You hadn't noticed the man before. "I can see you're not going to be much use, kid. Get out of here, and carry on keeping your mouth shut, OK?"

Whew! They weren't looking for you after all! The guard waves at his comrades, to ensure they let you straight through. Time to make tracks, Havet!

### Check 503

Go to 46

## 81

Despite the odds, you emerge unscathed from the battle. You take a moment to check that the coast is clear, then race towards a SoroSuub XP-38 two-seat landspeeder near the head of the queue at the checkpoint. A portly man and his wife, a red-head with vast amounts of jewellery, cower in their seats as you approach, blaster still in hand.

"I'm looking for somewhere I can hire a car," you say.

The man stares at your blaster like he expects that to talk. The red-head jabs him in the ribs. "Borrow mine!" he chokes. Naturally, you can't turn down such a generous offer. "Thanks," you reply. "There might be a few people along here in a minute who I'd prefer not to see." The portly man lifts his head just enough to see where a security guard lies sprawled close by, and this seems to provide him with the final burst of energy he needs to open the door and get out. His wife is already stepping from the landspeeder. Moments later, you're behind the controls, powering the repulsorlift to max and turning the XP-38 out of the queue.

"One thing," says the man as you get ready to leave. "When – um – if your friends catch up with you, don't let them shoot up my car, OK?" You gun the engine. In seconds, you're hitting 270 kph along the highway, and praying that the police give you long enough to get back close to the spaceport, so you can ditch his landspeeder without a scratch on it, or on you.

Go to 86

## 82

It's bad enough ending up in a gun-battle with four policemen. It's all the worse knowing that none of it was necessary. Much too late to avoid the carnage, your mind becomes clear and your aim focussed. Your aim your blaster, and the first guard falls. The others react

slowly, and you keep the advantage you gained. They return a few shots, but one-by-one you take them down, while making a dash for the exit. You reach the Terminal doors, taking one last look back.

The realisation of what you have done sends you reeling, and you clutch the door to regain your balance. The Troopers, panicked by your action, responded wildly. Not one shot came anywhere close to you. But some passengers and people working at the port weren't so lucky.

Worse, you also realise it has all been in vain. A security camera has its lens pointed right at you. By tonight, every policeman and informant on Toprawa will know your face. By morning, they'll have pulled your ID off the passenger records, and they'll know everything about you. Is this your Jedi curse come to haunt you? Why did grand-father make it sound like this power would be so good? Perhaps the people on Korphir were right – the only good Jedi is a dead Jedi.

Whatever. For now, you've got a more important fish to fry. Like staying alive.

### **Check 513**

**If you want to look for somewhere to stay near the spaceport, go to 50**

**If you decide to keep to the streets and look around, go to 99**

## **83**

It's not the bravest thing you've ever done, but you decide to make a quick turn-around, and leave the alley the way you came. Before you can take more than a few steps, however, you hear a woman's voice shout "Ta'al Pierc – you traitor!", followed by the dull whine of a laser pistol, and a short scream. Ducking around the corner and looking back, you see the man has fallen to the ground. He's lying very still.

A figure steps out from the shadows under the fire-escape. It steps towards the body, a laser-pistol in its fist, ready-light winking threateningly. It hits you at once – you've just witnessed a cold-blooded murder!

The assassin turns, and you look into the eyes of death. Cold eyes; a dark, thin mouth; close-cropped black hair. A face you'll never forget. And, what's more, the killer is a woman! Her eyes seem to find

yours, even though you'd swear she couldn't know you were there! The muzzle of the pistol tracks towards you. Time you were gone!

**If you have already checked 511, check 514**

**If not, check 569**

**Go to 102**

## 84

The odds have become too much. You take a minute to bury your lightsabre under a pile of loose stones (no point getting into any worse trouble than you can afford), then throw the blaster off into the distance. "OK, I'm done! Don't shoot!" you call. The guards rush up, their blasters aimed squarely in your direction. "Rebel scum," they hiss.

Rebel? You? You protest that you were just trying to stay alive, and one jump ahead of the authorities, but no-one's interested. They search you, then haul you off to a detention centre. After a few hours in there, experiencing Imperial Justice from the sharp end, you start wishing you had been a member of the Rebel Alliance. Boy, if only you had your time over again...

**You've failed in your adventure this time round. However, Havet can have his wish. If you want to start again, go to 1**

## 85

Leaving the man in the turban sitting in his place, completely confused by your Jedi power, you grab the remains of your meal and head for the door. You're not quite sure why you're following the girl, but that's what you're doing. Perhaps you're curious, perhaps you want to warn her.

Outside on the street, it almost becomes academic – you can't see her. You're not even that sure you'd recognise her – after all, all you saw was a back view. She's blonde, tall, and wears a baggy jumpsuit. Just like any one of hundreds of others... Wait – there – walking along under the Rapid Transit Mono-Rail, heading for the station escalator. That must be her. Are you going to finish what you have started?

**If you follow the girl up the escalator, go to 53**

**If you want to see what the man in the turban gets up to instead, go to 7**

**If you want to get back to looking for a job, go to 169**

## 86

The day is ebbing away by the time you get back to the area by the spaceport. The streets are quiet away from the highway, and the convenience stores and malls are almost empty. There's a brief shower of rain, and you huddle under an awning outside a low-rent hostel, wondering what you should be doing next. Just what have you achieved since you arrived here? One thing's for sure, the last few credits in your possession aren't going to be there for long at this rate.

A short distance down the street, you can see a faded sign announcing Al the Alchemist's cantina; "All you can eat for 10 credits!" A broken neon light announces that it sells Star Racer. Man, you could really use one! Opposite that, an alley disappears between jaded apartment buildings, heading roughly in the direction of some hostels and low-rent hotels. Sleep or food – they both sound good from here!

**If you have checked 526, check 527**

**If you head for Al's place, go to 216**

**If you take the alleyway towards the hostels, go to 2**

**If you keep to the main streets, go to 50**

## 87

You're not sure what you've run headlong into, but it's obvious your assailant has the drop on you. As he pushes you through the stairwell exit, you try to catch a glimpse of his face in the light from outside, but he's too clever for you, and drops out of sight behind the stairs, only the cruel muzzle of his blaster and the dark red of his turban showing. Point taken.

You walk over to a shop front, hoping to catch a glimpse of the blonde girl – Facet Anamor, did he say her name was? – or your mystery opponent, but you see no-one fitting either description. Maybe it was none of your business anyway.

**If you want to get back to looking for a job, go to 169**

**If you want to head back towards the port district, go to 199**

## 88

Scarlett clears away all trace of your time in the room. "We want you to join us, Havet. We have to know what is going on at the IRS. The Alliance needs the information, and you need us." Oh, really? "Why's that," you ask. "Because in a situation like the one you're in, there aren't too many easy ways to stay neutral. The Empire knows that. So, if they aren't convinced that you're working for them, they'll assume you're working for us."

"You have to take sides. Maybe not right now, not right here, but soon." Sure. "Don't try to frighten me with your nonsense," you shout, leaping to your feet. "I've survived on other worlds without getting onto the wrong side of the Empire; why should things be different here?"

Scarlett looks quite sad for a moment, then he gestures for you to follow him to the door. "I understand," he says. "If you change your mind, you can always find us. Try hanging around at Al's cantina." You sweep past him, heading quickly down the stairs. Moments later, you're back out on the street on your own."

**Go to 99**

## 89

Other passengers on the train are looking at you very closely. Facet spoke just loud enough to attract everyone's attention, without actually inviting the many soldiers on the train to come over and tear you apart. Sheepishly, you pull the card she gave you from your pocket. "It's not what you think," you insist. "I just thought I'd come and see about that job right away!"

Facet relaxes, and her laugh takes the ice out of the atmosphere. "You shouldn't be so quick off the mark, Havet. I might start thinking you're desperate." She takes a long look at your grimy clothes. "And don't you think you ought to go and change into your best clothes?" These are your best clothes. Still, she has a point. A bath wouldn't go amiss.

"You're right of course," you agree. "I just had some free time today, so I thought – y'know – strike while the iron is hot." Facet nods,

though it's clear she doesn't believe you. "Fair enough. Go to main reception, show them that card, and tell them to send you to my office." The train slows at another station. Facet moves to the door, and you start to follow her. "No, go onto the next stop. I'm have some private business." Facet steps from the train, and gives you a little wave. Moments later, she's out of sight, and you're moving onto the end of the line.

## Go to 160

# 90

Knowing that your life expectancy can be measured in seconds, you quickly pull out your blaster. There's nowhere you can run to from the alcove that Fett can't cover from where he was sitting. All you can do is keep low, and wait. Surely he won't just open fire in a crowded room!

An ear-splitting crack dispels that idea. Fett fires once into the ceiling, and the cantina's patrons are reduced to panic. Some dive to the floor, others flee towards the exits. "Everyone out!" yells Fett, encouraging their departure. Screaming and howling, they do just that. The barman takes a brief look over in your direction, and decides that he would sooner have the place shot up than argue with the deadliest bounty hunter in the galaxy. In just a few moments, there's just you and Fett left. It seems off to think that just a small wall shields you from him. You try to work out how his first attack will begin. After all, it's as easy for you to cover the area just inside the doorway in which he was sitting as it is for him to cover the rest of the cantina. Surely this is stalemate.

Fett doesn't see things the same way. The small rail separating the alcove from the main body of the room suddenly splinters under the impact of a direct blaster rifle hit. Fett is by the main door! He must have ducked out of the side door and made his way round!

You're hopelessly pinned down. Just how you're supposed to get out of this, Havet, the Force only knows!

**You must fight a combat against Boba Fett. Read 559, and use the combat rules from the beginning of the book. Keep a note of this paragraph number so you can find your way back here.**

If you win the combat, go to 91

If you lose the battle, go to 104

If you are both alive after five round of combat, go to 117

You almost can't believe it! Despite all his advantages in weapons, experience and murderous intent, it is Boba Fett who lies in the dust once the fighting stops, not you. With one fortunate hit, you have defeated one of the most feared men in the Galaxy!

Fett isn't dead, though he lies almost motionless on the ground, clutching at his leg wound, almost unconscious with shock and pain. The fight spilled out onto the street early on, and took place in full view of several dozen people. Fett tries to raise his arm as you approach, but he doesn't have the strength. Nor can his fingers quite reach the fallen blaster rifle nearby. His breath comes in pain-filled gasps as he searches for some other method with which to strike back at you. Even in the midst of this, he manages to grit his teeth (well, you assume he does, the helmet makes it difficult to tell exactly what he's doing in the face department) and to face you defiantly as you approach.

"You'd better finish me, boy," he sobs, the pain lancing through him. "If you don't... I shall hunt you until the last... day of my life."

You're sure he means it. You step over him, weapon extended, and reach down with your free hand. Touching his throat lightly, you allow the Force to flow into him, and he passes swiftly into a healing, motionless sleep. Your hand lingers for a moment longer. The temptation to remove his helmet, and to look at the features of the man who has swore to kill you is a big one. You wonder what he looks like...

As you reach forward, there is a crashing roar from above. The sky above the spaceport is lit as if by lightning. You realise instantly that, somewhere above you, a titanic battle is being fought.

**Check 563**

**Go to 203**

The battle goes against you from the start. Your opponents keep you pinned down, and you can't get a decent shot off at any of them. The end comes quickly. Trying to get an angle for a better shot, you raise your yourself a little too high... something powerful and brutal kicks into your body, lifting you off the ground. You can smell burning and pain.

Your head is swimming with exploding lights as you fight to control the pain. Somewhere through the mist you see the guards approach, kicking your weapon away. Rough hands pull at you clothing, and you know they've found your lightsabre when you hear a voice say "Look here – he was a Jedi!"

Somehow you know that those were always going to be the last words you'd ever hear. Everything fades into darkness.

**Your adventure is over. If you wish to start again, go to 1**

## 93

Scarlett seems a little flustered by your question. "Well, it's obvious from what has happened that she must like you. I mean, you're a stranger and everything, but she has taken the time to –" He halts in mid-sentence, seeming to change his mind.

"I think it might be an idea if we forget this conversation for now, Havet." he says, rapidly clearing up the evidence of your stay. I'd like to think we could be allies sometime in the future. Remember, if you ever need to find us, we'll find you. Of course, if you spend some time around Al's cantina, near the spaceport, I'm sure we'll bump into each other again sometime."

"What does *that* mean?" you challenge him to stop fooling around. Scarlett ushers you through the door. "The Alliance needs people like you, Havet. One day, you'll realise you need us."

Scarlett takes you to the exit out into the street. He has become very agitated, and clearly wants to be out of here quickly. "Follow that road; it'll take you back towards the area near the spaceport. We'll be in touch." He slams the door shut.

Perhaps the guy is off his rocker. Never mind, you need never see him again.

**Go to 99**

## 94

You turn to the guy in the corner. Up close, you see he is some kind of soldier, a mercenary, maybe. He wears antiquated armour, and a helmet with a T-shaped viewplate, completely hiding his face. Some kind of sensor array is poking from the top. He has a heavy-looking

pack on his shoulders, and a BlasTech EE-3 rifle is propped at his feet, virtually out of sight, but easily within reach. Al the Alchemist obviously doesn't require a dress code from his customers.

Still, guys like this usually know the score on a planet. You decide to make conversation.

"What is this stuff?" You sniff the drink experimentally – it has the same odour as Tigersnake venom, only not so pleasant. "It looks like the stuff the Wookiee is combing out of his fur."

The mercenary doesn't speak. He doesn't even move. It suddenly occurs to you that it must be extraordinarily difficult for him to drink anything wearing that helmet. What a loser. The guy is probably a ship-spotter at week-ends. Still, maybe you can make him loosen up. "No wonder they give this stuff away free. What kind of moron would drink it by choice?"

The helmet shifts marginally towards you.

"I would." With exaggerated calm, he takes a straw from the counter dispenser, and pops it into his glass. He raises it to his chin, and the straw disappears. You hear him take a long pull. For some reason, it doesn't seem anything like as funny as it would have done a few moments ago.

### **Check 516**

**If you apologise to the man, go to 101**

**If you wait to see what he does next, go to 119**

**If you decide to find less hazardous standing-room in another part of the cantina, go to 126**

## **95**

Something about Scarlett makes you decide you have to trust him. And so you roll back your sleeve to show him the transmitter Facet gave you. Scarlett whistles softly. "She said that if I ever met up with Vermilion again, I was to press this white stud, and help would come." You show Scarlett that the bracelet does not come off.

"Well," says he says, with an exhausted grin. "That makes things a little more difficult. I can't bring you into the Rebel Alliance while you're walking round with a location detector strapped to your arm." You grimace. "Does that mean you don't want my help?" you ask. "Well," Scarlett answers, "I hope you can still work on getting close

to Facet, and find out what she can tell you, but this thing makes it difficult for me to contact you again. It needs thinking about."

He thinks it over for quite a while. Eventually he comes up with an answer. "There's a guy I know, has an electronics repair shop. Maybe he can help you get that thing off." He tells you the address. "If you get rid of it, try hanging around Al's place. We'll make contact with you there."

He stands up, and clears away all trace of your time in the room. He gestures for you to follow him. Moments later, you're back out on the street on your own.

**If you go immediately to the repair shop, go to 76**

**If you decide not to, go to 99**

## 96

Despite the risks – if you keep using your lightsabre, you'll alert everyone to the fact that you're a Jedi – you draw your weapon, thumbing the control so that the energy blade springs into life. Your opponent is immediately revealed, dazzled by the blinding orange-white light from your weapon. It's the guy with the blood-red turban and the white coat. He has his hands up in front of his eyes, and grunts with pain. He's holding a Merr-Sonn Quick 6 blaster.

You call on him to drop his weapon, and he slowly eases his grip, letting it fall to the floor. His hands lower, so that you can see his face. The surprise has passed now, but he still looks unable to believe what sees. You've seen that look before. Lightsabre equals Jedi; Jedi equals death!

"Is that what I think it is?" he gasps. "A lightsabre! Then, you must be – but how is that possible? All the Jedi were killed years ago!" You're in no mood to answer questions. "What's your business with the girl?!" you snap, trying to sound threatening, even though your heart is pounding. "Are you her protector?" he asks, mockingly. "Could be," you answer. He laughs.

"I don't think so. You see, I was on the same flight that you arrived on. You boarded at Korphir, right? I got on at Feena – I saw you argue with the flight attendant about your bag."

"I don't know how come you know Facet Anamor, but she's bad news. You know who her father is? He's Druth Anamor, senior weapons designer at the Imperial Research Station."

"What's that to you?" you demand, shifting your stance so that any plans he's preparing are disrupted. He considers this for a moment, biting his lip, then seems to resign himself to telling you more. Of course, this could all be a big act. "My name is Vermilion. I lead the people on this planet who are –" he hesitates for a moment "– part of a Rebellion against the Empire."

If he thought that was supposed to impress you, he quickly realises his mistake. "What rebellion," you ask. His mouth flaps for a moment, like a stranded sand-fish, then he regains his composure. "I don't think this is a conversation we should be having in the stairwell of a Monorail station on an Imperial military base-world, do you?" He has a point, but you're not comfortable with trying to walk the streets with him as your prisoner either. He seems to come to the same conclusion.

"Let me say just three things. One, if you are a Jedi, then you have no business siding with the Empire. The Emperor and Darth Vader have hunted your people into extinction – I haven't heard of a single Jedi in years. Second, the Empire has become a dark and sinister threat to all of us, every living soul within the galaxy. Third, Facet's father is engaged in the development of something in that Research Station, something powerful. We have to know what it is. We thought Facet might be the key to finding out just what it is – she's never struck us as a particularly evil girl; if she has a spark of decency within her, perhaps she can tell us just what is going on, and help us defeat it.

"So, we mean her no harm, believe me. I can see you're not ready to join us; fair enough, I don't blame you. If you ever change your mind, we can help you. But for now, keep away from Facet Anamor and the IRS!"

Vermilion leans back against the wall, his plea finished. The ball is in your court.

**If you want to make certain Vermilion doesn't reveal your Jedi secret, go to 195**

**If you let him go free, go to 109**

## 97

You step out of the gloomy cantina and into the light outside. The fresh air is very comforting after all the smoke and cooking smells inside the cantina.

The street is fairly empty, with just a few people going about their business. Now it's time to work out your next move. There's the alley opposite, which would be a good short cut back towards the hostels. A hot bath and eight hours sleep would be very welcome. Or you could walk back towards the highway, and catch the Shuttle into Toprawa City. Then there's the big complex along the street – perhaps they are looking for new workers.

**If you enter the alley, go to 2**

**If you look for a Shuttle into the City, go to 72**

**If you investigate the Imperial Research Station, go to 160**

## 98

From your vantage point on the roof of Al's cantina, you have an excellent view of the street, including the alley opposite. A small, rotund man is walking towards you, looking around nervously. He goes out of sight behind an outbuilding, then you see him again, much closer, turning a sharp corner. He freezes, and a look of stark terror passes over his face. He seems to be staring at a shadowy figure under a fire escape. A voice calls out: "Ta'al Pierc! You traitor!"

Then you hear a heavily-silenced blaster cough, and the man slumps to the ground. The shadowy figure steps out, inspects the body from a distance, then disappears, heading through the dark alley towards the street. You caught a glimpse of short, black hair and a dark jump-suit.

Stars and black holes – you've just witnessed a murder! Should you call the police or something? You look around wildly, trying to see if there's anyone who can help.

While you try to gather your thoughts, you see two security guards enter the alley from the far end. You catch your breath – will they see the killer? No, they run straight to the body. One searches the dead man's pockets, the other keeps watch. Then they pick the corpse up, and hurry back the way they came. You realise at once that they are going to cover up the deed.

Which means only you can possibly find the answers. First, you need to see whoever it was who fired that shot. You check the street. There's no-one there who matches the brief glimpse you had of the killer, just a couple slowly walking arm-in-arm, a blonde girl and an old man with a stick. Could one of them have slipped out of the alley

while you were looking for help?

### Check 569

If you have already checked 525 or 541, go to 67

If you haven't checked either of those, but you have checked 515, go to 79

If you haven't checked any of those three numbers, go to 110

## 99

You are in the area just outside the spaceport. It would be a smart move to explore this area; it can't do any harm to get to know the back alleys and cut-throughs round here, in case you ever need to leave Toprava in a hurry.

The main highway leaves the port through its entrance tunnel, and cuts across a steep hill in the direction of Toprava City. Another broad highway follows the port perimeter to the north. Up ahead, there is a research complex. There are factories and works along the highway and off the side roads, many of them closed and derelict. No-one is offering any work. People blame the high planetary taxes, the huge influx of off-worlders at the Imperial Research Station and the collapse of trade because of "rebel activity". The word is you need a high security clearance permit to work at the port or the IRS.

Taking a breather, you check your bearings. The alley behind you leads to the area where all the hostels and cheap rented accommodation can be found. A rest would do you good. Alternatively, there's a cantina over the street. This might be the right time to get a drink and a bite to eat. Or, if you need to make a call, there's a guy working on a broken speeder bike who would probably let you borrow his com-link.

After all this tramping around, you've developed tired legs and a healthy appetite. So, what next?

If you have checked 525, you may wish to read that paragraph again before you make your next choice

If you have checked 530, you may wish to read that paragraph again before you make your next choice. Make a note of this paragraph so you can find your way back

If you have checked 541, you may wish to read that paragraph again and then borrow a comlink. Make a note of this paragraph

**so you can find your way back**

**If you use the alley as a short-cut and go to find a hostel to rest up in, go to 2**

**If you go into the cantina, go to 216**

**If you catch the Shuttle into Toprawa City, go to 169**

**If you check out the Imperial Research Station, go to 160**

## **100**

Drawing on a desperate strength you didn't know you had – perhaps the Force lends it to you – you push back against your assailant, crushing him against the wall. He expected you to try and pull free of his grip, and your sudden move takes him by surprise.

You hit the floor, and roll away, putting the stairway's bulk between yourself and your assailant. In an instant, your blaster is in your hand. The stairwell is pitch black, and you can't see your target, but you can hear him scuffing the floor with his boots as he spins towards you. In your mind's eye, you can see the blaster in his hand...

**If you open fire, go to 120**

**If you wait, go to 130**

## **101**

All of a sudden, your brain is back in control of your mouth, and it's telling you this would be a good time to apologise. At a speed you wouldn't believe if you watched it on a slow-motion replay, he has pulled the blaster rifle up to his shoulder, giving you a fine view of the muzzle.

"Listen, sir..." you begin, but you never get the apology out. "Do you know who I am?" His voice sounds like a brush fire.

"You're Boba Fett," shrills a voice from your left, "the most feared Bounty Hunter in the galaxy!" Fett manages to look even more perturbed (even through the helmet!), and he swings the rifle round, aiming fractionally past the back of your head. There is a thunderous roar, and you hear the same shrill voice shriek in agony, then go silent.

"One of the reasons I'm the most feared Bounty Hunter in the galaxy is that I don't like to be disturbed. Not by squeaky-voiced B'trillans, and certainly not by snivelling little boys."

The hairs on the back of your neck would be standing on end, if they hadn't been burned away by the flash from Fett's rifle. At a pinch, you'd guess that the next words you speak could have a direct relationship with your life expectancy. What will those words be?

**If you choose "Yes sir, sorry sir", go to 123**

**If you choose "You can't be Boba Fett, everyone know's he's uglier than you", go to 129**

**If you choose "I'm sorry, I've never heard of you, but I'll certainly remember you from now on", go to 17**

## 102

You head back out to the street as quickly as you can. Whatever that woman is selling, you don't want any! If she comes after you, to make certain that there is no witness to her crime, it'll be easy for her to find you on the street. The only place you can head for is that cantina on the other corner. You could slip in the side door and – if she follows you – back out again.

Then again, do you really want to be trapped in an enclosed space with a killer? Perhaps you could out-run her?

**If you run across into the cantina, go to 125**

**If you run up the street, go to 142**

## 103

Your biggest problem, of course, is the fact that you are trapped in the alcove. Boba Fett can cover the whole room from the side door, so that if you stick your head out, he'll blow it off. You, on the other hand, would have to vault over the rail to get out of the alcove, and you'd land a metre from where Fett is standing. What you need is something to distract Fett's attention.

Lying flat on the floor, weapon extended, you pull Arf from your coat pocket. It's a struggle, but you make it eventually. Setting the mechanical dog on the floor, you aim him at the steps leading down into the main room, then press your fingers against the DNA reader

to activate him. As his batteries stir into life, you press the voice control, so that Arf doesn't start yapping.

You can't give him any clever verbal orders, seeing as Boba Fett is about six metres away behind the wall, and would hear everything. Instead, you program the toy through its cursor keys and number pad. You hit the RUN key, and send Arf on his way. As you programmed him to do, Arf swishes out into the centre of the main room, and then flips on his voice channel. His first bark sounds very loud, until it is drowned in the report of a blaster rifle, which rips through the air. Arf is picked up bodily, and thrown across the floor, sparking furiously.

But the sacrifice wasn't in vain. As Fett tracked the wrong target, you leapt from the alcove, vaulting the balustrade furthest from Fett's reach, then crashing into a table. As it gave way under the impact, you were already rolling away, and another blast of energy from the blaster rifle missed you by a hair's breadth. You fetched up by the small stage, in clear view of Fett's position. The big difference is that you are now ready to fight back.

### **Check 560**

**You must fight Boba Fett. Read 561, and use the combat rules from the Introduction. Remember this paragraph number so you can find your way back**

**If you win the combat, go to 91**

**If you lose the battle, go to 104**

**If you are both alive after five rounds of combat, go to 117**

## **104**

You gave it your best shot, but Boba Fett was just too good for you. You collapse, injured by a hit you never saw coming. Moments later, you realise that Fett is standing over you, blaster rifle ready to finish you off. A wave of black night washes over you...

**Bad luck this time, Havet. Perhaps you could try again?**

## **105**

You realise that it is Scarlett who is exploring the destruction wrought on Al's cantina. You push through the door; he looks up as

you enter. He looks irritable, as if annoyed that he could have been sneaked up on so easily. He has a very concentrated air about him.

"Havet," he says, grumpily. "Do you have any good news for me?"

If you have checked 525, 553 or 554, go to 140

If not, go to 118

## 106

You are taken to the cellar of an old school. Armed guards watch the doors, and the interior is crawling with people running this way and that, moving stores and carrying messages. You are taken directly to meet the leader of the Toprawan rebels – Vermilion. He strokes his brow under the blood red turban he wears, and leans across the desk to speak. "You're very privileged, Havet. We don't normally allow anyone to see our HQ. However, since we have an important job for you, we thought it only fair. We're going to strike a major blow against the Empire, and we want your help."

"Remember Ta'al Pierc? He told us that the Imperial Research Station was designing some control systems for a new laser weapon – a huge device which could destroy a planet. Then Alliance supporters on Ralltiir heard that Bevel Lemelisk, a top Imperial scientist, was building a battle-station the size of a large moon. We put the two together, and realised they were building the space-station to house the super laser. They call it the Death Star."

"Grand Moff Tarkin, who is in charge of the project, is openly boasting that it will crush the Rebellion. But we had one important stroke of luck. The Emperor wanted copies of the Death Star plans brought to the Imperial capital. The convoy carrying them was ordered to stop off at Toprawa, to pick up the separate plans for the super laser control systems from the IRS. We heard about this in advance and intercepted the Imperial convoy. It cost us a great deal."

"The battle over the spaceport..." you say, putting two and two together yourself. Vermilion nods. "We crippled the Imperial convoy, and captured the plans. Now all have to do is get those plans into the hands of the Alliance, so they can work out how to defeat the Death Star. Three things are working against us. One, we can't fly the information out – the Empire has thrown a tight blockade around Toprawa. Two, we don't have the equipment to transmit the data to the rest of the Alliance. And three, we can't wait – Darth Vader's fleet will be here any day."

"We have just one chance. Princess Leia Organa of Alderaan is close by in the *Tantive IV*. If we get the information to her..." Vermilion rubs his forehead again, looking close to nervous exhaustion. "We're going to attack the Imperial Research Station. It has the best communications on Toprava, with a burst transmission system which can handle tightly compressed data. We aim to get the whole message off before the Empire can jam the transmission."

Wow! These guys are crazy? What part are you supposed to play in this madness? "We have the plans for the battle-station, but not the plans for the super laser. We need both. So, we want you to go inside the IRS. When we attack, you take advantage of the confusion, find the super laser plans, and get them to the communications centre. We transmit the whole lot to Princess Leia, blow up the Station to cover our tracks, and that's that." That's the plan? Vermilion waits to hear your reply. The scheme smacks of suicidal desperation. Only a head-case would be a part of it.

"I'm in," you reply.

**If you have checked 556 or 552, read that entry before you make your next choice. Remember this paragraph number so you can find your way back**

**If you have checked 547, read 619**

**If you want to go to the Rebel armoury, go to 107**

**If you want to go to their Electronics Lab, go to 108**

**If you want to get some sleep, go to 124**

**If you want to visit the sick bay, go to 128**

**If you are ready for your mission, go to 121**

## 107

You visit the Rebel armoury. The senior armourer hands you a BlasTech DL44. "This is a real weapon," he says. "No mucking around with one of these. Want to take it?"

**If you take the weapon, add it to your Equipment box and check 581. You must remove all your other blasters (you're going to leave your bag with the Alliance for "safe-keeping").**

**Go to 122**

## **108**

A wild-haired young man is in charge of the Electronics Section.  
“Can I help you?” he asks.

**If you have checked 556 or 552, you may choose to show him – go to 143**

**If you have checked 560, you may choose to go to 145**

**If you have checked 575, you may choose to go to 147**

**If you’re ready to leave the Electronics Section, go to 122**

## **109**

You take your time deciding. After all, whatever this guy says about Rebellions and Darth Vader and everything, he’s still the only one who can finger you to the authorities. But what are you supposed to do, kill him? Wouldn’t that make you as bad as everyone says the Jedi are?

Everyone except Vermilion.

You thumb the control and the lightsabre beam shuts off, plunging the stairwell into darkness. “I’ll think about what you’ve said,” you whisper, then you duck out of the stairwell, and back onto the street. Moments later, in the partial shelter of a backstreet shop which sells old animated vids, you finally stop shaking, and start thinking about where you go from here. Life on Toprawa isn’t proving to be easy!

**Check 542**

**If you return to the Commercial District, go to 169**

**If go in search of a Shuttle back to the Spaceport District, go to 199**

## **110**

No-one comes out of the alley. The couple stroll off to a nearby park, the blonde girl walks briskly to the distant research centre, and the old man hobbles into an apartment building. Could one of them have been the killer? You don’t see it...

Eventually, you accept that the killer has gone. What was it all about? Who was the dark-haired assassin? Too many questions, too few answers. You take the stairs back down to the cantina.

**Check 515****Go to 34****111-113**

The man in the turban has an extremely strong grip on your collar, and he drags you along the street, ignoring the astonished stares of passers-by. You consider yelling for help, but you're not sure you wouldn't get into worse trouble. He's still looking to see if he can see where the girl went, stretching up to peer over the heads of the people in the street. While he's off-balance, you make an attempt to twist out of his grip, but his free hand clamps on your arm like a vice.

"You're not going anywhere!" he hisses. "I haven't finished with you yet!"

He gives up trying to find the girl, and hauls you into a darkened alley between two buildings instead. A blaster has appeared in his hand. He rams it into your spine, and drives you against the wall, frisking you thoroughly. "Havet Storm," he says, reading your ID or something. He takes your blaster. He finds Arf in the other pocket, and you hear him curse as he tries to wrestle it out. After a moment, he gives up. Thank goodness, he hasn't found your lightsabre.

"How long have you been on Toprawa?" You consider lying, but realise there's nothing to be gained from not playing things straight. "I thought I recognised you. I flew in on the same flight. You came here from Korphir?" That's right; how come he remembers? Is he just pretending he noticed you on the flight?

"So," he continues, "what's your interest in Facet Anamor?" That's a good question. You stall for time. "You mean the girl in the cafe?" He isn't amused. "You know who I mean! You're too much of a wimp to be her bodyguard, so what are you? A friend?"

You tell him as much as you know. He isn't impressed. "OK," he hisses, pressing you even more closely against the wall. "Here's the deal. If you work with the IRS, you already know who I am. Just pass on a message to Diamond, and let her know that if she wants to catch Vermilion, she needs to send men after me, not boys. On the other hand, if you are just some innocent off-world fly-by-night, take some advice. Stay away from Facet Anamor, stay away from me, and get off Toprawa as soon as you can. Get it?"

You got it. You maybe didn't understand it all, but you got it. The man throws you into a pile of rubbish. Lying still, you let him disappear before you move.

Dusting yourself down, you head back out to the street. No sign of Vermilion, just a few ordinary people going about their business. You think about borrowing a comlink to call someone about what just happened. But who? And what are you supposed to say? After all, do you honestly know what it was all about? Whoever the guy was, he had a real problem over you seeing Facet. Are you going to let him bully you around, or what?

**You have lost your Blaster – remove it from your Equipment Box**

**If you have checked 525, you may wish to read that paragraph again before you make your next move**

**If you have checked 530, you may wish to read that paragraph again before you make you next move**

**If you have checked 541, you may wish to read that paragraph again before you make you next move**

**Remember this paragraph number so you can find your way back**

**Otherwise, if you return to the Commercial District, go to 169**

**If go in search of a Shuttle back to the Spaceport District, go to 199**

## 114

The man in the turban has an extremely strong grip on your collar. He keeps looking to see if he can see where the girl went, stretching up to peer over the heads of the people in the street. While he's off-balance, you sweep forward with your leg, and smash one arm out straight. The man goes over your thigh, crashing heavily to the ground. In an instant, you reach into his coat, where you detected a blaster nestling in hip holster. Passers-by scream in fear and scatter in all directions as you level it at his head. He glowers at you as you frisk him, coming up with an ID.

"Vermilion," you read. "Merchant. Are you buying or selling today, Mr Vermilion?" He tries to shake you off, but he knows he has to be careful with the blaster aimed right between his eyes.

"So," you continue. "Why are you so interested in that girl in the

cafe?" He snorts. "Your girl-friend is Facet Anamor. She works for the Imperial Research Station; her father is in charge." None of that sounds much like an excuse, unless... You step back, slipping his blaster into a pocket of your coat. "I don't know what your problem is, but I don't need any hassle from you. Keep out of my way, man, or I'll have to get rough next time."

You back away, heading for a nearby junction so that you can start putting some distance between yourself and this incident. "We'll meet again," he growls, getting to his feet. A siren sounds in the distance, and he jerks his head away. With a last defiant glance, he sets off along the street, heading in the opposite direction. That's fine by you.

Well, it's been fun, but you don't think you should hang around here any more. Time to find some different entertainment.

### **Check 547**

**If you return to the Commercial District, go to 169**

**If go in search of a Shuttle back to the Spaceport District, go to 199**

## **115-116**

The man in the turban has an extremely strong grip on your collar, so you allow him to pull you along, trying to look like you have given up resistance. He looks to see if he can see where the girl went, stretching up to peer over the heads of the people in the street. While he's off-balance, you draw on all your strength and twist out of his grip. Before the startled man can react, you hit him hard, across the back of the neck, and he drops to the floor, completely out cold.

In an instant, you reach into his coat, where you detected a blaster nestling in hip holster. There's some ID, which says his name is Vermilion. He also has a small purse, with a few high denomination credits and charge cards. A passers-by close at hand yells out, and you realise that he thinks you're robbing Vermilion. Actually, that might not be such a bad idea. The police are less likely to be interested in a simple street crime. After all, is Vermilion going to report it? You think not.

Moments later, you are on your feet, running up the street to put distance between yourself and the fallen man. Up above, you hear a train rumbling into the station of the Rapid Transit Monorail. That

would be a good way to get away from the scene of the “crime”. Alternatively, you could lose yourself in the Commercial District.

**Check 547**

**If you return to the Commercial District, go to 169**

**If go up the elevator to the Monorail, go to 53**

**117**

The battle rages. Fett fires blast after blast in your direction, looking to overcome you with sheer firepower. The fight spills along the street, as you try to find some cover. Staying alive is hard enough, you never manage to get Fett in your sights. What you need, Havet, is a miracle...

Fett takes aim again. The blast that flashes past seems impossibly bright, and the roar of its impact greater than anything you have ever heard before. Another massive shock wave follows. What in the galaxy is he firing at you now? You raise your head to take a look – and see that Fett is no longer firing, but is staring up into the sky.

Some kind of massive battle is taking place in the sky overhead! Alarms ring; people flee for cover. It looks like you just gained your miracle, Havet; will you live long enough to enjoy it?

**Go to 203**

**118**

Scarlett listens as you tell him what you have been doing. “None of that is any use, Havet.” He steers you back towards the door. “Let me make it clear to you, Havet. If you want us to help you, you have to give us something in return. We want you to get inside the IRS. Manage that, and then we’ll talk.” He pushes you out of the ruined cantina. You brush dust and ash from your coat. What a nerd. Perhaps you’d do better without him anyway.

**Go to 99**

**119**

It takes a while before you realise what the man said. His helmet

shields his eyes, making it impossible for you to gauge his reactions. Finally, he puts down his glass. "Who are you, boy?" His voice, muffled by his helmet, is harsh. Behind you, there is a discreet shuffling as the other patrons of the cantina put some distance between them and the confrontation you have a starring role in. They seem unduly frightened - after all, it's just one man and a blaster rifle...

The tension is becoming oppressive. Perhaps you should say something; perhaps you should move away. Perhaps you shouldn't have got out of bed this morning.

**If you back away, go to 159**

**If you reach out with the Force, go to 144**

**If you reach for your weapons, go to 168**

## 120

This is no time to hesitate, Havet! You reach into your mind, trying to draw on your rough impression of the narrow stairwell, and aim at the sounds ahead of you.

**You must fight your mysterious assailant. Read 543**

**If you win the combat, go to 137**

**If you lose, go to 148**

## 121

"I'm ready," you announce. Vermilion hands you a small glass bottle. "Get Facet to drink this if you can; it'll put her to sleep for hours." He claps you on the back. "Good luck," he says. "We'll start our attack an hour after you go in. I reckon you'll have about another 30 minutes after that before we've completed the transmission. Then we blow the place to pieces."

"What happens if I'm still inside?" you ask. "Don't be," replies Vermilion, dryly. Enough said.

You step out into the street. The final chapter in your adventure starts right here.

**Check 572 if you haven't already done so**

**Add the sleeping potion to your equipment. Check 590**

**If you have checked 525 and you want to visit that location, go to 230**

**If you have checked 553 or 554 and you want to go to the IRS, go to 163**

## **122**

You are in the HQ of the Rebel Alliance (Toprawan branch).

**If you want to go to the Rebel armoury, go to 107**

**If you want to go to their Electronics Lab, go to 108**

**If you want to get some sleep, go to 124**

**If you want to visit the sick bay, go to 128**

**If you are ready for your mission, go to 121**

## **123**

Realising your mistake, you back away from Boba Fett, hands extended to show you are unarmed. "I'm sorry... I had no idea..." you fumble. The battered helmet turns fully in your direction. "I believe you," he says. "I accept that you made an honest mistake. You may go."

Hmmm. That all seems pretty reasonable. Perhaps Fett isn't the blood-thirsty maniac people say he is. "Just two things. First, if I ever see you again, I'll kill you. Second, take your blaster and leave it on the counter. You have no right to carry a weapon unless you're prepared to use it."

**If you have no blaster, or if you hand over whatever blaster you are carrying, go to 138**

**If you want to use your blaster against Boba Fett, go to 177**

## **124**

Suddenly all the activity of the last few days catches up with you.

Man, you're tired. You find a bunk in a corner of the main room, and – ignoring everyone around you – fall instantly to sleep.

## Read 502

When you wake up, go to 122

## 125

The sound of footsteps from the alley helps you reach a decision swiftly. You dive across the street, and into the side-door. Or, at least, that was the plan. It turns out that the side-door wasn't actually open – something on the inside has jammed it shut. Feeling just a little afraid, you glance back at the mouth of the alleyway, just in time to catch a glimpse of the dark-haired assassin pulling back. She's seen where you are and what you're doing. She's waiting for you to try to run, so she can have a clearer shot.

Then again, you can't stay in this doorway for ever...

**If barge the door down, add your Strength Rating (from your Character Sheet) to the number 150. That is the number of the next paragraph you should read (so, if your Strength is 2, go to paragraph 152). Go to that paragraph now.**

If you run up the street, go to 158

## 126

Something about the way the strangely-armoured man reacted spooks you, and you move steadily back from the counter. The man finishes his drink, seemingly ignoring you; the other patrons of Al the Alchemist's are also moving away, so that you find yourself moving in the middle of an expanding bubble of clear air in the otherwise crowded tavern.

His drink finished, the man at the counter turns round, sweeping his arm up, his finger pointed at your forehead. It suddenly occurs to you that he has an array of wrist lasers on his wrist. "No-one," he rumbles, his voice low through the helmet, "ever called Boba Fett a moron before."

This isn't a good time to be funny. So, why do you reply: "There's a first time for everything."

The Force screams a warning into your mind; even before Boba Fett

himself knows what he is going to do, you *feel* his intentions. In barely half-a-second, he'll raise that blaster rifle up from the floor and cut you down. What will you do in the four-tenths of a second before that happens?

**If you draw your lightsabre, go to 170 – you must have 508 checked to select this option**

**If you have checked 507 and choose to draw your blaster, go to 177**

**If you to make a run for the door, go to 181**

## 127

You have this sneaking suspicion you've made a mistake. The guard on the ground is snarling angrily, and his colleagues are coming over, unfastening their holsters. You take to your heels without thinking. A warning klaxon sounds, and you hear more guards coming from all sides. You can either surrender, or pull your blaster and try to fight your way out.

**If you surrender, go to 30**

**If you choose to fight, read 506, then use the combat rules from the beginning of this book. Remember this paragraph number so you can find your way back**

**If you blast all the guards, go to 157**

**If you lose the battle, go to 55**

## 128

The Rebels have a fully-equipped medical unit in their HQ. The Doc checks you over. "You'll live," he announces, once he has put you to rights. "Want something for those spots?"

You resist the temptation to shoot him.

**Read 582**

**Go to 122**

The room goes chillingly quiet. Fett turns to face you. "Say that again," he whispers.

You take a deep breath. "I said, you can't be Boba Fett, because I heard he's even uglier than you are." Behind you, you hear the sound of feet carrying their owners to some distant place of safety. Other than Fett, the barman is the only person you can see, and he is breaking all kinds of records at removing breakables and still managing to back off to the furthest depths of his bar.

"Who are you, boy?" Fett asks. "Did Solo send you?" Solo? Who's he? "That's right," you reply, improvising quickly. Fett stiffens. "Is he here?" he murmurs tensely. "Close enough. He says he wants to talk. Outside, near the landspeeder repair shop, three blocks south." Fett puts down his drink and picks up his weapon in a single fluid movement. He prepares to leave, but pauses at your shoulder. "Next time I see you, messenger-boy, I'll kill you." You grin. "That's just what he said you'd say." Fett grips his blaster rifle even more tightly and leaves the room. The astonished sigh of relief from the other customers washes over you like a tidal wave.

Al (the Alchemist) looks both relieved and terrified. He pours another tankard of the slop and sets it in front of you. You eye it cautiously, and decide not to let it get any closer to your stomach than it is now. "Hey, Al. How long does it take to walk to that repair shop and back?" Al shrugs his shoulders. "Four minutes." You grab your belongings, and head for the door.

**Go to 34**

You face off with your mystery opponent. You try to reach out with your mind to gauge his intent, but by the time you receive anything, it's clear he isn't going to fire. The door opens suddenly, spilling light into the stairwell. Part-dazzled, you duck lower behind the protective cover of the stairs. By the time you realise what he intended, your assailant has gone.

You slip your blaster into its holster, in no hurry to go out through the door. A young couple come down from the Monorail. They glance apprehensively at you, then go out through the door. Neither of them gets shot, so you figure you're safe and step out into the daylight.

So, Havet, what was that all about? The girl and the man in the turban have gone, and you have no idea if she is safely away from him or not. In the meantime, you've survived a close call. And they call this a secure military base? How come you can never find a cop when you need one?

#### **Check 544**

**If you go off to find the Shuttle back to the spaceport area, go to 199**

**If you go back into the Commercial District, go to 169**

## **131**

You start running, as hard as you can. You're not exactly a professional athlete, so it comes as no surprise that you are still several metres short of your goal when the first blaster shots ring out from behind you. You hit the dirt hard and try to find what cover you can. There isn't much.

**If you fight this combat, read 523, then use the combat rules from the beginning of the book. Remember this paragraph number so you can find your way back**

**If you win the combat, go to 81**

**If you lose the battle, go to 92**

**If you don't want to fight, but you have checked 511, go to 54**

**If you don't want to fight, and you haven't checked 511, go to 84**

## **132-133**

You start running as hard as you can towards the small building. You're not the fastest thing on two legs, but the security guards at the check-point are slow off the mark, and you are almost at the first building before they fire their first shot. It looks as if you're going to make it!

Ooops! You spoke too soon. The whine of repulsorlift motors fills the air. Two Imperial Scouts mounted on Aratech 74-Z speeder bikes are racing after you!

**If you want to duck into the building, go to 162**

**If you choose to fight, read 524, then use the combat rules in at the beginning of this book. Remember this paragraph number so you can find your way back**

**If you win the combat, go to 146**

**If you lose the battle, go to 92**

**If you surrender, and you have checked 511, go to 54**

**If you surrender, but you haven't checked 511, go to 84**

## **134-136**

You run as hard as you can towards the small building. It looks like some kind of small office building, with two floors. If you can reach it, you'll be out of sight.

The security guards are still trying to work out where you disappeared as you reach the building. Slipping round the back, you can see that there's a small patch of open ground, littered with lengths of wire and abandoned crates. Beyond, there are several warehouses. If you can reach them, perhaps you can lose your pursuers before they can call in reinforcements.

Ooops! You spoke too soon. The whine of repulsorlift motors fills the air. Two Imperial Scouts mounted on Aratech 74-Z speeder bikes are racing in your direction. They don't know where you are yet, but even at half throttle they can cover a lot of ground. What you need is an edge.

**If you want to duck into the building, go to 162**

**If you try to get across the open ground, go to 171**

**If you search the junk, go to 175**

## **137**

You fire a single shot, the report roaring in the confined space, and ringing in your ears. You stay perfectly still, sheltering behind the stairs until your hearing clears, and your eyes adjust to the gloom. There is a huddled shape on the floor.

Conscious of the fact that someone is bound to come and investigate the loud noise soon, you cross to the side of the fallen man. Your

eyes take in a long, white coat and a blood-red turban. He is injured, quite badly, in one arm, and has fainted with the shock. You allow the Force to flow out from your hands as you inspect his wounds. You can feel that the next few moments are critical; if you can stabilise his condition now, he will survive, and with conventional medical help, he should be up and around again in no time.

**If you use your Jedi powers to help the man, go to 176**

**If you leave quickly, before anyone comes to investigate, go to 189**

## 138

Moving extremely slowly, and with painful caution, you obey Boba Fett's instructions. You see the small sensor array attached to his helmet twitching as it runs a sweep over you for any concealed blasters. Finally, Fett pronounces himself satisfied.

"Now get out of here," he says, turning away from you. Someone far off in the bar issues a soft whistling noise. You walk towards the door, trying to keep your head high. It isn't easy. The Wookiee growls as you pass, and a grey-skinned, ape-like creature snorts mockingly.

You've never felt so humiliated in your life. But at least you're alive.

**Go to 34**

## 139

It's early, but you've had a long day, and you feel bushed. You decide to catch a few hours sleep in your room. The hostel is noisy, and the traffic outside keeps you from sleeping deeply, but you doze a little, and rest as much as you can. Come the morning, you awake early, ravenously hungry and ready to take whatever Toprava throws at you.

So, what's it to be? You could get a ride into the City, or check out the neighbourhood around the Hostel and the Spaceport. Maybe you could find some work.

**Read 502**

**If you want to catch the Shuttle into the City, go to 72**

**If you want to look for a free ride, go to 6**

**If you want to explore locally, go to 99**

## **140**

Scarlett listens, and his eyes open wide as he hears what you have been doing. He stops rooting around in the ashes of the cantina, and comes up close to whisper to you. "That's fantastic! You've done it! We can really make some progress now!"

He leads you back out into the street. "Let's go, Havet. There's someone you ought to meet!"

**Go to 106**

## **141**

Your growling belly makes the decision for you. Yes, something to eat is the first priority. Seems like you're always hungry these days, Havet.

You walk a short distance until you reach a street with a few shops and apartment buildings. A cantina on the corner advertises cheap meals. Perfect. Of course, you're a stranger to this world, and this looks like a low-rent part of town. Should you take some precautions?

**If you have a blaster in your pack and wish to retrieve it, go to 191**

**If your lightsabre is out of sight and you want to have it closer to hand, go to 202**

**If you everything where it is, go to 216**

## **142**

*Something* is coming towards you from the alley, and it isn't likely to be good news. You judge the distance across to the cantina to be too great, and so you turn along the street, in the hope that you can find somewhere to hide. There are a few people about, but not enough to confuse the issue. If you can find a shopping mall, or another alley, or just about anywhere other than this...

You run quickly along the sidewalk, not daring to look back. A few local citizens step from your path. Then you catch sight of a small indoor market, selling local produce. Lots of small stalls, people and noise. Maybe more than one way in and out too.

You leap through the entrance, cannoning off a stack of fruit-boxes, which fall to the ground, spilling their contents everywhere. Picking yourself off, and shrugging off the grasping hands of an angry stallholder, you go deeper into the market, following its twist and turns in a wild race.

Great! There's a service entrance right at the back. The door is open, and the street outside looks clear. Just a few more strides...

A chilling, low voice stops you in your tracks. "Halt!" Your skin can almost feel the crosshairs from her blaster's sights. "Don't be stupid. Turn and face me... slowly."

**If you try to fight your way out, go to 167**

**If you do as she says, and you have checked 511 or 514, go to 172**

**If you do as she says but you haven't checked 511 or 514, go to 173**

## 143

You decide you had better be honest with these people, and you show the bracelet you were given to the Rebel electronics expert. He becomes very alarmed, and calls Vermilion. The Rebel leader looks very angry when he arrives. "You idiot!" he shouts. "You could have been tracked here!" You explain that you were told the device had to be activated. Vermilion isn't impressed.

"Can you get it off?" he asks. "Sure," says the wild-haired young technician, "but it will take two pairs of hands." Vermilion sighs. "Have you finished your other work?" The Technician says he has. "Fine. Take this stupid kid with you to your workshop. Let him help. I don't have time for this now." He rounds on you. "That was incredibly dumb, Havet. You could have compromised the whole operation. We'll have to launch the attack at once, just in case they have a tracer in that thing. Get it off in a hurry and get inside that Station!"

**Go to 165**

## **144**

Tentatively, you reach out with the Force, trying to calm down the hatred you can feel seething inside Boba Fett's mind. You have never before encountered such hatred... such evil! Before you can weave your way through his mind, Fett reacts. With stinging speed, he slaps you hard across the face with the back of his hand. You fall to the floor. Fett turns away, dismissing you from his sight. The arrogance of the man! You'd really like to take him down a peg or nine!

**If you have checked 508 and wish to draw your lightsabre, go to 170**

**If you have checked 507 and wish to draw your blaster, go to 177**

**If you leave without making any more fuss, go to 34**

## **145**

The Rebel Technician takes Arf and manages some simple running repairs. "That should keep him running for now. I'll do a better job after the attack."

**Remove check 560**

**Go to 108**

## **146**

You defeat the two Scouts. There are shouts from the check-point, where they have just realised what has happened. However, you don't have to put up with any nonsense from them; you have the perfect means to get out of here – a fully-charged Aratech 74-Z Military speeder bike!

Dropping into the saddle, you power up the repulsorlift. You've ridden bikes before, but nothing this powerful! Just so they know you mean business, you pop off a couple of blasts from the laser cannon, then you ease the bike around and open the throttle. Moments later, the checkpoint is half-a-kilometre behind you, and disappearing fast!

**Check 526**

**Go to 86**

## 147

You show the transmitter you took from Diamond to the Rebel Technician. "Interesting," he says. "Looks like the kind of thing they use to control electronic binders, only this one has only one control, like a remote detonator. My guess is that it controls some kind of booby trap."

**Go to 108**

## 148

Everything happens terribly quickly. Your attacker seems to fire in the same instant that you pull the trigger on your own weapon, and the small space is filled with a thunderous, roaring noise. A microsecond later, you feel the impact as his blaster hits you hard, in the upper part of your arm – just about the only part of you which was visible. You scream out with the pain, falling back onto the cold, hard floor.

It takes a moment for you to recover your senses, and to reach deep into yourself with the Force to see what damage has been done. You are acutely aware that, at any moment, your assailant could be standing over you, blaster levelled to finish the job. Or that the police could arrive to investigate.

Waves of cold sweep over you as you try to soothe the pain with your Jedi powers. It isn't a severe wound, but you can feel the loss of blood and the shock eating at your strength. You have only a few moments, it seems, before you black out with the pain.

**If you use your Jedi powers to heal your wound, go to 180**

**If you leave quickly, before anyone comes to investigate, go to 192**

## 149

The smell of cooking overcomes your any doubts you might have had about entering the cantina. Quickly checking your weapons and your wallet, you head towards the door.

**Go to 216**

## **150**

You walk into the cafe, a small, cramped sandwich bar selling local meats and cheeses and appetising dark bread. You walk up to the counter to order some food and a glass of some bitter fruit juice. The manager takes your order and tells you to sit down.

**If you have checked 525, 541 or 618, go to 352**

**If you haven't checked 525, 541 or 618, but you have checked 515, go to 12**

**If you haven't checked either, go to 161**

## **151-152**

Summoning up all your strength, you hit the side door of the cantina with your shoulder. It moves fractionally, but whatever it was holding it closed stood up to your charge, and you wind up thrown to the floor. A few passers-by grin at your predicament. You can almost hear them thinking – “the poor boy’s so desperate for a chocolate and banana milkshake, he’s cracked his head against a locked door!” If only they knew...

You almost don’t dare look back towards the alley, but you glance quickly over your shoulder. You can’t see the dark-haired woman anywhere. Maybe that’s good news, maybe she isn’t after you at all. However, you can’t shake the feeling that she is just watching you from somewhere, waiting for her chance to take you out in less public circumstances.

It still seems like a good idea to get off the street. However, the front door into the cantina is clearly visible from the valley, and it would be easy for the killer to finish you off with one shot. Perhaps you could consider another option?

**If you run back to the front door, go to 187**

**If you blast open the side door, go to 193**

**If you take off down the street, go to 210**

## **153-156**

Summoning up all your strength, you hit the side door of the cantina with your shoulder, and in a thundering crash of shattered synthetic

wood and pre-moulded plastic you break down the side door. The last few fragments of the door frame fall to the ground just after you do. By the time you clear your head and start trying to raise it off the floor, the interior of the cantina has gone very quiet.

The first thing you can focus on is a pair of heavy boots. Tracking up, you take in the legs of some antiquated armour. Your view of the owner's body and head is masked by the muzzle of a BlasTech EE-3 blaster rifle, which is pointed straight between your eyes.

**If you have checked 516, go to 19**

**If you haven't checked 516, go to 200**

## 157

You know, your grand-father would be dreadfully upset to find out you were cheating like this. Turn back from the dark side!

**If things have been going that badly, you can always start again.**

## 158

Everything seems to be stacked up against you. You've got a killer on your trail, the side-door into your chosen hiding place is locked, and the street is almost empty of traffic and pedestrians. If the black-haired woman wants you, she's going to find you.

One thing's for sure, you can't stay here – you're a sitting duck. You run away from the cantina, down the block towards an apartment building and a shoddy shopping precinct. A glance back doesn't show you anything; there's no sign of the killer anywhere. You slow down, take a good look around. If she's following you by taking parallel streets and alleyways, you need to make a few sudden turns and reverses to throw her off. The apartment building is bound to have at least one additional exit from the side or back, and you'd be out of sight for a moment.

You duck in through the doorway, and bump into a man who was standing just inside. Was it your imagination, or did he make that happen deliberately?

**If you have checked 504 or 509, go to 219**

**If you haven't checked either of these, go to 233**

## 159

You step back from Boba Fett, who watches you intently. He is so sure that no stupid kid would just walk up and insult him, he has convinced himself you must be working for someone else. You see him snatch quick glances right and left, looking to see if there's a hidden gunman somewhere providing you with cover. The crowd behind you moves apart, opening a path to the door as they try to keep out of Fett's line of sight.

Finally, his patience snaps, and he snatches up the blaster rifle. You're still a few metres from the door. Can you make it?

**If you run to the door, go to 181**

**If you reach for your blaster (you must have 507 checked), go to 177**

## 160

The Imperial Research Station looks like the only happening place on the planet, workwise. The Rapid Transit Monorail runs to a terminus close by. Interesting that. No Monorail between the City and the Port, but one out here to the Station, ferrying workers and soldiers back and forth. Also, the road that runs around the outer perimeter of the spaceport and up to the main gates is heavy with traffic, which can't be said of many other roadways you've seen.

Something is happening here which is consuming just about all the energy Toprawa has left to offer; leaching off it so badly that the rest of the economy is dying, like it was a vampire drawing too much blood from its victim. Nice image that, Havet. Try not to mention it to anyone who works there.

As you get closer, you see that what looked from the distance like a single laboratory is in fact the street entrance to a whole complex of buildings behind a top security fence. The compound is vast, stretching right round to the edge of the space-port. The road you have walked along actually ends at a heavily-fortified gate. Armed guards and droids patrol the perimeter fence, and surveillance devices on high poles remorselessly scan the compound.

The sign over the door reads "Imperial Research Station". A small console facing out into the street displays a list of vacancies. You use the touch-screen, and find they have vacancies for drivers, pilots,

droid engineers, programmers and data entry clerks, along with some heavyweight technical positions requiring qualifications in space engineering, lasers or guidance systems. These are way out of your league. Besides, the first division jobs are going to be for people with lengthy backgrounds in Imperial service, with a security rating to match. What you want is a job in some low-intensity field, where they might not be so rigorous in checking backgrounds.

No casual labour required. The Army supplies all the basic muscle and security. So, it looks like your best bet would be to ask for work as a driver or data entry clerk. You go back to those screens; the pay is OK, though they demand their pound of flesh for it – the hours are very long.

So, on balance, what are you going to decide, Havet? Working for the IRS is a bit like entering the lion's den, but you can't exist for more than another day or two on the few credits you have left in your coat pocket. How else are you going to earn a living?

**If you enter the Imperial Research Station, go to 179**

**If you go back towards the main highway from the spaceport, go to 99**

## 161

You take a look around the crowded cafe. "Take a seat!" the manager insists in a high, piping voice as he hands over your order. You wish. The cafe is crowded, and filled with the buzz of conversation and the clatter of cutlery and crockery. Most of the occupants seem to be either low-rank Fleet types, or office workers. Your clothes look a little out of place amongst all the smart uniforms and suits, and it leaves you feeling awkward. But, you've paid for your meal, so...

You look for someplace where you can eat, and you catch sight of an empty chair at a two-seat table, and a small piece of elbow room further along the counter.

**If you choose to sit at the table, go to 224**

**If you choose the space at the counter, go to 3**

## 162

You decide – wisely – that you are no match for the scouts on their armed and extremely fast speeder bikes. You duck into the doorway, breaking the flimsy lock. As you suspected, the place is deserted. A narrow metal staircase winds its way up from the reception area to the upper floor. Your boots ring loudly as you run up – at first the noise makes you wince, but then you realise that if you can't sneak up, neither can anyone else.

On the upper floor, there is a large open plan space, with just a few small rooms separated off. You find one which commands a clear view of the top of the stairs, and settle down to wait. The next few moments seem to last forever. You hear the bikes speed past outside. Moments later they're back, pulling up, and you can hear the two scouts passing questions and answers back and forth. Then silence. They must be looking round. Will they check upstairs?

Your answer comes as the sound of heavy boots on the stairs. Both of the scouts have followed you to the upper floor. Seconds later, you can see the helmet of the first appear in the stairwell, and you make ready to defend yourself.

**If you want to wait to see if they find you, go to 178**

**If you choose to fight , read 534, then use the combat rules at the beginning of this book. Remember this paragraph number so you can find your way back**

**If you win the combat, go to 146**

**If you lose the battle, go to 92**

**If you surrender, and you have checked 511, go to 54**

**If you surrender, but you haven't checked 511, go to 84**

## 163

You set off on your mission. Somehow, you have to gain access to the IRS building, and then to the top-secret research labs. It isn't going to be easy; at least you have your metallic pass.

You walk to the IRS from the main crossroads. About fifty metres from the building, your Jedi senses start tingling. Two men are talking, just along the street; you slip into a doorway to watch them. The nearer one, who had been blocking your view of the other, is a senior

Imperial officer. The other is Boba Fett. You listen in on the end of their conversation. "Where can I find this Facet Anamor?" asks Fett. "She has living quarters in the Station," says the Officer. Fett tells him that he has asked at the Station, but that Facet isn't there. "Well, she has an apartment on Market Street – 525, I think it is." Fett steps away, and into a landspeeder parked at the kerb. "I'll try there," he snarls, gunning the engine and pulling away.

What does Boba Fett want with Facet? You have to find out. The Officer has a landspeeder of his own parked close by – dare you risk taking it off him this close to the Station?

**If you have checked 527, you may wish to read that paragraph again, and then go to 196**

**If not, you must fight the Officer. Read 583, then use the combat rules at the beginning of this book. Remember this paragraph number so you can find your way back**

**If you win the combat in the first two rounds, go to 209**

**If you fail to do this, go to 261**

## 164

You and your assailant fire almost in the same instant, though – somehow! – neither of you hits the other in the darkness. Your ears are ringing painfully with the thunder of the guns, but you hear the door open and slam, and your eyes are blinded briefly by the light from outside. You run quickly to the door, dropping your back against the wall. You pause, listening for the slightest sound outside. In fact, there is plenty of activity. People shouting and running, calling for the police. Sounds like your attacker is still close at hand.

You start as a small scrap of card is pushed under the door. You fight the temptation to go through the door at once; nor do you reach out and take the card for several moments. Finally, carefully, you drag the card back towards you with the sole of your boot. Opening the door a fraction, you see that your assailant has gone. In the light from the street you can read his hastily-scrawled message.

"Next time I'll kill you. Stay away from Facet. Vermilion."

Nice guy. Slipping your weapon into your holster, you get ready to go back out onto the street, and to slip away through the confused crowds before the police can arrive.

## **Check 544**

**If you head back towards the spaceport, go to 199**

**If you find your way back towards the main Commercial District, go to 169**

## **165**

The Rebel Technician takes you along the street to a workshop, and pulls out his tools. "We'll have to hurry if you're going to get inside the IRS." He removes the metal cover from the bracelet, and places a probe on a small contact. "Hold that," he says. "Don't let it move; I've got to tackle the lock." He brings out a small laser cutter, and takes a moment to inspect the interior. "That's odd, there's a lot of extra packing in here – it's –" He jumps back; you almost lose your grip on the probe. "It's explosive! That thing's a bomb!"

**Tick the first box on your Time Track.**

**If you want to continue trying to get it off, go to 263**

**If you abandon the attempt, go to 281**

## **166**

You interrupt the instructions, waving the address Facet gave you. "I've been invited to her apartment in town," you call. There's a brief pause, then the voice continues: "You've been busy," he comments, "and very clever. We didn't even know she had an apartment... If you're ready, the Alliance can use your help." You're more than ready! "You know Al's cantina, near the spaceport? Scarlett will meet you there." The speaker goes dead, and the house lights come on. You know a signal to leave when you see one. And now you know exactly where you should go next.

**If you go directly to the cantina as instructed, go to 216**

**If you check out the area around the cantina first, go to 99**

## **167**

You spin quickly, trying to draw your weapon and throw the black-haired killer off the track. She is much too fast for you, however.

Before you can so much as reach inside your coat, she fires, and the searing energy pulse from her blaster throws you to the floor. Seconds later, you pass into blackness.

**Your adventure is over. If you want to start again, turn to paragraph 1**

## 168

Blazing with anger, you reach for a weapon. Boba Fett, though, has been around too long, and seen too many other attempts to kill him. With blinding speed, he jabs forward with his right hand. You don't have time to see anything, but you catch the buzzing sound of a vibro-shiv just as Fett strikes you down. Then all is still, except for the faint memory in your mind of the whirring blade, which slowly fades to leave a deathly silence.

**Boba Fett has proved too much for you. Try again from the start**

## 169

The main Commercial District of Toprawa City centres on a long street – Imperial Road. To the west, this street eventually becomes the highway leading back to the spaceport. To the east, it passes through some smart residential areas, and from there towards the coast. In the middle, for about three kilometres, it presents an unbroken facade of banks, insurance houses, shipping offices, commercial headquarters and the kinds of expensive shops that people working in the other places can frequent. Side streets play host to the support companies and the second-division players. You spend several hours trudging up and down Imperial Road, looking for someone who might offer you some casual work to tide you over the next couple of days. It's hopeless. The central area is too up-market, and they don't take off-worlders, or scruffy kids who look like they've stepped straight off a cheap passenger ship after a long flight.

Actually, it looks like jobs are at a premium in this town, except at the Imperial Research Station, which you're told is some kind of government/army establishment out by the main port. They've apparently quite a few vacancies; there's some kind of rush job they need to finish, and they don't have enough army people to do the work.

So, nothing much to show for all your effort so far. You take a

moment to scan the Public Access Bulletins on a library screen, and find a small, dark-haired man in a long, grubby coat and a blood-red scarf standing in a dark doorway. He beckons to you.

**If you have checked 521, read paragraph 522**

**If you have checked 521, or you want to catch the Shuttle back towards the spaceport, go to 199**

**If you haven't checked 521, and you want to talk to the man, go to 190**

## 170

Fett clearly means you kill you. You step back, and pull back your coat, your fingertips reaching for the weapon on your belt. The crowd in the bar closes in, like water over a drowning man, all eager to see what Fett will do. You thumb the activator on the lightsabre, and the air is filled with its power. You shrug off the crowd, and rise to your feet, with the weapon extended.

Everyone is watching you intently, seemingly unable to believe their own eyes. Can this really be happening, here in this beat-up little cantina on a scrap-heap of a world? You feel like shouting at them – yes, it's true! This is a lightsabre – and I'm a Jedi!

The crowd parts, allowing a menacing figure to pass through their ranks. He carries his blaster rifle carelessly, yet you know he could drop you dead in less time than it takes to snap your fingers. His strange armour bristles with even more weapons. However, even though you cannot see his eyes under that antiquated helmet, you know that he too is staring at the lightsabre.

"The boy's a Jedi," he whispers, loud in the cramped silence of the compact bar. "Kill him." Fett steps back, beyond the reach of your weapon. Plenty of others to ready take his place...

**If you want to talk your way out of this, go to 184**

**If you choose to fight, read 564, and use the combat rules from the beginning of this book. Remember this paragraph number so you can find your way back**

**If you win the combat, go to 194**

**If you lose, go to 206**

## 171

Your plan to run across to the abandoned warehouses quickly goes astray. On the rubble-strewn ground, you step awkwardly on a loose piece of pipe, and turn over on your ankle. The pain is excruciating! Even before you hit the floor, however, you can hear an even greater problem coming your way – the scouts have tracked you down, and are closing the gap on their speeder bikes.

**If you use the Force to combat your injury, go to 183**

**If you choose to fight, read 536, then use the combat rules from the beginning of this book. Remember this paragraph number so you can find your way back**

**If you win the combat, go to 146**

**If you lose the battle, go to 92**

**If you surrender, and you have checked 511, go to 54**

**If you surrender, but you haven't checked 511, go to 84**

## 172

Slowly, hands spread wide, you turn to face your nemesis. As you guessed, the black-haired assassin is Diamond, the Head of Security at the Imperial Research Station. You have already earned her attention once. This time, it could be fatal.

"Havet Storm," she breathes. "You keep turning up like a bad credit." She is sitting at the foot of a pile of empty shipping cartons. She holds her blaster lightly in one hand. "If I didn't know better, I'd swear you were following me."

"Who was the guy in the alley?" you ask, buying time. For what, though? Surely there's no way out of here. "Him?" she sighs, wearily, "his name is – was – Ta'al Pierc. He worked at the Station, but he was secretly working for the Rebel Alliance. At least, he thought it was a secret. I've been feeding him information to smoke out Vermilion and the rest of the rebels. Pierc managed to break through the password protection scheme on the main computer, and took out some information that I didn't intend for him to see. He became more dangerous than useful."

"So you killed him." In cold blood. "Surely –"

"Surely I'm not allowed to go around killing people without a trial?

Don't be a fool, Havet. The Emperor's servants don't wait for lawyers and hearings and appeals; they just act. That's why we'll crush this Rebellion, and that's why you need to decide which side you're on."

**If you have checked 552, go to 186**

**If you haven't, go to 198**

## 173

Slowly, hands spread, you turn to face the assassin. She is sitting, legs crossed, at the foot of a pile of empty shipping cartons. She holds her blaster lightly in one hand. "I'm going to ask you some questions. Think carefully before you answer. Lying would be fatal."

"What did you just see in the alley?" You start to say 'Nothing!', thinking that would be what she wants to hear. But the words 'Lying would be fatal' were spoken with absolute determination. "I saw you kill a man," you reply. She smiles, pleased with the result. "Did you recognise him?" she asks. No, you'd never seen him before. "Do you recognise me?" Um – no. But you'll never forget her. She laughs at your clumsy reply. "Never is such a long time; you really need to keep thinking about how you're going to stay alive for the next few minutes."

"I'm Commander Diamond of the Imperial Research Station. The man you saw me execute –" She doesn't hesitate as she says it “– was a member of the Rebel Alliance. I have made it my mission to smoke out the rebels on Toprawa, and he wasn't the first I've killed. So, young man, will you help me get the others?"

"Me?" She laughs again, although you can see that there is no humour in it. "Yes, you. Are you a member of the Alliance already?" Oh, oh. This has to be another one of those "lying is fatal" questions. How are you supposed to answer this time? Yes, I'm a rebel (in which case she kills you) or No, I'm a good citizen (in which case, you're no use to her). You hear the blaster hum in her hand. "I'm waiting," she says flatly.

**Check 565**

**If you tell her you are a member of the Alliance, go to 188**

**If you tell her you aren't a member, go to 204**

## **174**

The security guard is close at your elbow, as you turn swiftly. Your flight bag catches him in the chest, and he topples over. You slip your hand inside the bag, feeling the reassuring touch of your blaster. What now? The other guards are reacting, moving towards you. The first man is sprawled on the ground, angrily cursing your clumsiness. Is there any way out of this?

**If you apologise to the security guard and surrender, go to 20**

**If you draw your blaster, go to 66**

**If you run for it, go to 127**

## **175**

Running quickly, you race out into the rubble-strewn area, trying to keep low. Grabbing a length of wire, you tie one end to a deeply-embedded fence post, then wrap the other round some heavy rubble. Making sure it is anchored securely, you let the scouts see you, then run off. You hear the whining of the speeder bikes as the scouts race after you. Any second now...

At over 80kph, the first bike's front wings hit the wire. The scout spills onto the ground and lies stunned. Having seen the first bike's mishap, the second guy tries to veer aside, but the front "sled" hits the wire, and the bike cartwheels over, slamming into a pile of masonry. There is a terrible explosion, and pieces of stone, bike and other debris fall all around you. Then all is still.

The stunned scout is in no mood for further resistance. Somewhere in the distance, you hear the shouts as the other guards from the checkpoint start closing in. Time to make a move, Havet!

**Go to 86**

## **176**

You frisk the guy for his ID, which says that he is Vermilion, a merchant. Yeah, right. It looks like he'll survive. It's an ugly wound, but not a killing one. However, there is a great deal of damage. You know the risks of staying here, but you can't allow him to suffer unnecessarily. You guide the Force into Vermilion's body. After a moment, the critical point has been passed.

Except he'll be captured if you leave him here. In the distance, you hear sirens approaching. You hoist Vermilion onto your shoulder, and push out into the street, aiming for a building nearby. The odds on you getting away still look poor when a door opens in the basement. A woman appears. "In here! I'll hide you!" You take the stairs down, but you don't go into her apartment. Instead, you lay Vermilion down inside the doorway. "Thanks. I'll take my chances outside." You leave before the woman can argue. After all, how do you know if she can be trusted?

You evade the noose being thrown around the Monorail station by a fraction. Breathing hard from your exertions, you work out where you are from a few landmarks on the horizon. That's probably enough excitement for one day; how about finding somewhere to rest for the night?

#### **Check 547**

**If you look for the Shuttle, and head back to the Spaceport District, go to 199**

**If you head back to the heart of the Commercial District, go to 169**

## **177**

Boba Fett watches as you drag out your blaster, almost fumbling the weapon. Fear and tension are eating into your desperate resolve, but you can't back down now. You level the weapon – still Fett doesn't move. What's his game? Does he think you can't shoot him down in cold blood? Can you, Havet?

There isn't time to find out. Your arm is suddenly paralysed with pain, and the blaster knocked from your hand. Seconds later, Fett's boot smashes into your body, and you are thrown to the floor, scattering chairs as you fall. The pain is terrible! You look up, and see that Al, the bartender and owner of this rat-pit cantina, has a large wooden cudgel in his hand. "Sorry, kid," he snarls. "We don't allow no shootings." Fett steps up to you, his blaster rifle pointed at your head. "Although they make an exception in my case," he says.

"If I thought I'd ever be back this way," Fett continues, "I'd have to kill you, kid. Instead, I'm prepared to be generous. You can leave, and you can learn. What you learn is this – never, ever, pull a blaster on someone unless you're prepared to use it."

Fett picks up your weapon and throws it to Al. "Off you go, boy," he says.

**Remove the blaster from your equipment box**

**Check 566**

**Go to 34**

**178**

Foolishly, you squander your advantage in the vain hope that the two scouts might not find you. The broken lock on the front door was always going to give you away! They come up onto the top floor, and spread out, checking every corner of the main room, and peering through the doors of the smaller rooms. The taller scout goes out of sight briefly; the other is checking the small store cupboard next to the room you are hiding in. Moments later, his footsteps are coming your way. You know both of them are very close, and you make ready to fight for your life.

**If you choose to fight a combat, read 535, then use the combat rules in paragraph 601. Keep a note of this paragraph number so you can find your way back here.**

**If you win the combat, go to 146**

**If you lose the battle, go to 92**

**If you surrender, and you have checked 511, go to 54**

**If you surrender, but you haven't checked 511, go to 84**

**179**

Plucking up your courage, you push open the door, and enter the building. From outside, it looked just like any office building in any city anywhere, but you soon see the difference inside. The foyer is large, and brightly lit. Surveillance cameras look down from every angle. There is a large reception desk, manned by efficient young women in uniform. Beyond them, the back of the foyer is blocked off by a high, transparent wall. The wall is pierced by several narrow gates, at which armed security guards check IDs, belongings and scan for concealed weapons or other contraband. This foyer, then, is as far as you get without them performing the first checks on your background. You see senior army officers, visiting businessmen and

a queue of people much like yourself (looking for work), all being processed in the same fashion.

On the other side of the foyer from the reception desk, thirty or forty bored and unhappy people are sitting on plain chairs. Most have filled-in job applications in their hands.

A security guard walks up to you. "Report to reception," he barks. "Are all those people waiting to see if they can get work here?" you ask. He turns his head to look at them, and his face contorts into a superior sneer. He looks back at you with the same expression. "No-hoppers. You need to be something special to get a job here. Report to reception. Have your ID ready."

**If you don't have any ID, or don't want to show what you do have, go to 247**

**If you go to the reception desk, go to 208**

**If you leave the IRS building and go back towards the main highway, go to 99**

## 180

It's not a bad wound, and – as you allow the Force to turn its power on the burned flesh – you can feel the worst of the pain subsiding. All the same, it would make sense to get some rest before you go racing around anywhere else.

Your attacker has disappeared. You can't be sure if you hit him or not. However, you know you can't stay here. Already it has been several minutes since the fight, and the noise must have alarmed the people on the street outside. A security patrol could be here any minute! You stumble out through the door. As you suspected, there are several people with frightened faces watching in your direction. They pull well clear as you run past, clutching your injured arm. You know they will report you if you try to get any treatment for that wound, so you'll have to settle for what you can manage to do yourself.

Breathing hard, you run along a few side streets, trying to confuse anyone following you. You can hear a siren in the distance. Fortunately, no-one seems to be heading in your direction, and you realise you are close to the Shuttle stop that will take you back to the spaceport district.

Wrapping some clean cloth about your wound, you head for the

Shuttle.

**You have spent 2 Jedi Power Points treating your injury. Even so, you must reduce your Strength by 1 point.**

**Go to 199**

## 181

There's no way you want to get involved in a battle with Boba Fett! You jump across the room, pushing aside the various humans and other creatures blocking your path. Behind, you hear chaotic shouts and curses, and several of the patrons of Al's cantina start following you. But you can't hear Fett. Perhaps, you think, he's going to let you escape?

And that's the last thing you ever think!

**You can't outrun a blaster rifle, Havet! Time to start again.**

## 182

It doesn't take you long to find Riverside, a smart street beside a dried up water-course on the south side of the highway. 182 proves to be a vid-palace; later today it will be showing some ancient horror vid. There are heavy chains on the doors, but a small side access is open. You enter cautiously, pausing to allow your eyes to get used to the darkness. The door opens directly into an auditorium, a small room with 50 seats facing the screen. The other doors are all locked. You take a seat at the end of an aisle, and notice that the auto-usher light is on. You drop a credit in the slot and select your order. "I don't mind popcorn," you call out, "but it tastes a lot better with a movie in front of it."

The screen comes to life. A voice introduces a short vid of Imperial terror-tactics. It then shows a blurred view of the Imperial Research Station. "In here, the Empire is developing more advanced terror weaponry." The film ends. A voice comes over the speakers. "We need volunteers to join the Rebel Alliance. We can offer you a chance to fight for your freedom. All we ask in return is that you get close to Facet Anamor, daughter of the Head of Research, and find out what she knows." A picture of a pretty blonde girl appears on the screen.

## **Check 616**

**If you have checked 525, go to 166**

**If you have checked 553 or 554, go to 197**

**If not, go to 211**

## **183**

Gritting your teeth against the pain, and aware of the speeder bikes roaring towards you, you reach deep into the strength of the Force, drawing on it to fight the injury to your ankle. The scouts bring their bikes in close, unsure of what you are doing, and one dismounts, ready to take you prisoner. Finally, you feel the pain subside in your foot, and you get ready to resist.

**You have spent 1 Jedi Power Point to reduce the pain of your injury**

**If you fight, read 537, then use the combat rules from the beginning of the book. Remember this paragraph number so you can find your way back here**

**If you win the combat, go to 146**

**If you lose the battle, go to 92**

**If you surrender, and you have checked 511, go to 54**

**If you surrender, but you haven't checked 511, go to 84**

## **184**

This has stopped being fun... The crowd in the cantina push closer, warily eying the lightsabre, but determined to take you down. "Listen," you say, trying to place your back against a wall, "I'm no Jedi. I found it. I don't know how to use it or anything!"

"Then just hand it over!" snarls a lizard-faced creature with a rasping voice. Other voices offer their agreement. The crowd has pressed in so close now that you don't have room to fight back, even if you wanted to. Reluctantly, you snap off the activator, and the blade falls silent. The lizard-faced creature snakes out an arm, and snatches the lightsabre from your grasp. There is an immediate tidal wave of shouted demands, as all the patrons in the cantina start squabbling

over the lightsabre. You are pushed to one side; of no consequence any more.

Losing the lightsabre is like losing an arm, but there is nothing you can do about it now. Stumbling away from the increasing tumult, you head towards the door.

### **Remove the lightsabre from your Equipment Box**

**Go to 34**

## **185**

You watch with a terrible fascination as the small fat man backs away from the mysterious shadow. He pleads for mercy: "I haven't done anything!" and then a hard voice, a woman's voice, replies: "You thought you could betray the Empire, Ta'al Pierc. You were wrong."

The man's eyes open wider, and he suddenly catches sight of you. "Please!" he cries, hands reaching out, begging for help. "She's going to kill me!!" But it's too late to do anything for Ta'al Pierc. You hear the soft cough of a heavily damped blaster, and the terrible sound of its impact. Pierc is thrown to the ground. Now there's just you and the shadow under the fire escape, the shadow who knows you witnessed everything thanks to Pierc's fearful scream.

### **Check 569**

**If you stay to face it out, go to 217**

**If you draw your blaster, go to 229**

**If you try to flee before she turns her attention to you, go to 307**

## **186**

Diamond shifts her weight slightly, and beckons you forward. "Don't be shy, Havet. I just want to see if you still have the bracelet I gave you." You pull back your sleeve and show her the device. "Good," she says. "Now, let me repeat the instructions I gave you – a luxury I rarely indulge in. Find the rebels. Do whatever it takes to be accepted into their 'Alliance'. Find Vermilion. And, when you've found him, press the transmitter. Is that understood?"

You nod. Off in the distance, you hear an engine cough into life.

Diamond hears it too. "I think that's all for now, Havet. Don't let what you've seen today prey on your mind. Do the job the way I told you to, and we'll all be much better off."

The engine revs, and comes closer.

**Go to 300**

## 187

It feels like the longest twenty or twenty-five metres of your life. You're sure that, at any moment, the assassin in the alleyway could step out and cut you down. You run to the front door, fear strangling your breath. No shot comes.

To your complete relief and surprise, you enter the main door of Al the Alchemist's.

**Check 568**

**Go to 216**

## 188

"Yes," you whisper, after a lengthy delay. "I'm a member of the Alliance." Diamond almost claps her hands with delight. You sigh inwardly; it always pays to keep a psychopath happy. "That's wonderful," she says, with an odd chime to her voice. "In that case, we can do business. Put this on."

She reaches into her tunic, and pulls out a decorative bracelet, set with semi-precious stones. You'd like to make a joke about never accepting gifts from strangers, but you don't. Instead, you fasten the bracelet around your wrist. It snaps shut, and you feel a warm tingle in your flesh. "That's an explosive cuff," she explains "It has a timer, and a remote detonator. If you misbehave, I'll turn you into a supernova. Understand?" You tug at the cuff, but it isn't going to come off your wrist. It doesn't take a wise man to guess that, if you try to cut it off, it explodes anyway. "It also has a built-in transmitter. To send for me, press the white stone. Go now, and find Vermilion. It shouldn't be too hard for someone inside the Alliance to track him down. When you find him, press the white stone, and I'll come and collect him. OK?"

Your choices seem pretty limited. Off in the distance, you hear an

engine cough into life. Diamond hears it too. "Do we have a deal?" she presses. "If I help you, you'll take off the bracelet?" you ask. "You won't have to worry about it," Diamond insists.

The engine revs, and comes closer. "OK!" you mutter. "I'll do it." What choice do you have? "Good boy," she says, pouting like a big sister who has just made you agree to do all the chores (you never had one, but you've seen the type!).

### **Check 552**

### **Go to 300**

## **189**

It looks like the guy will survive. You've hit him high up on the arm, near the shoulder. It's an ugly wound, but not a killing one. You slip his blaster into your pocket, and frisk him for ID. You find his card, which says that he is Vermilion, a merchant. Yeah, right.

You leave Vermilion on the floor, sprawled against the wall, moaning heavily. Without a backward glance, you go out to lose yourself in the crowd.

### **Check 547**

**If you look for the Shuttle, and head back to the Spaceport District, go to 199**

**If you head back to the heart of the Commercial District, go to 169**

## **190**

Checking to make sure no-one is watching (who knows what this guy is up to), you walk over. "New in town, son?" he asks. "Could be," you reply. "Then it could be I can help you," he replies, with a broad grin. He opens his coat, and you see he has several blank ID cards fastened to the linings. "Need any help with your ID?" Genuine Toprawan ID cards! Just what you need!

He picks up on your interest. You didn't reply – after all, he could be an Imperial agent – but your body-language must have tipped him off. "I understand," he says. "You don't want to talk about it. That's OK, but I can provide you with one of two answers to your problems. There's the expensive way, which gets you a new ID, but

which can't be expected to last for ever. Then there's the cheap way, which solves your problems permanently."

That doesn't make sense. The second-rate choice is expensive; the best choice is cheap? Crazy. The dark-haired man, folds his arms over his chest, and waits for you to make up his mind.

### **Check 521**

**If you want to buy a new ID, go to 201**

**If you check out his second option, go to 221**

**If you've had enough of Toprawa City, go to 199**

## **191**

This is no time to be brave. You slip your blaster into the concealed holster under your arm, and leave your coat unbuckled. The gun feels heavy against your side, but kind of reassuring.

### **Check 507**

**If you also want to carry your lightsabre, go to 202**

**If you're ready to enter the cantina, go to 216**

## **192**

Even though it hurts like crazy, it's not a bad wound. Your attacker has disappeared. You're not sure if you hit him or not, but if he was going to finish you off, he would have done so by now. You collapse through the door. Alarmed citizens run away, calling for the police. Your head is swimming. Moments later, the street rushes up to meet you, and you hit the pavement hard. The light disappears; blackness closes in.

You have no sensation of time passing. In the same moment as you kissed the pavement, you wake up in a hospital. You're alive. The relief is enormous, but short-lived. At your side there is an enormous man, swathed in black, his face grotesquely framed by a grim, black helmet. His breath rasps like waves on a stony beach. He has something in his hand which he slaps into the other palm like a baton. A jewel winks at you in the overhead lights. It's your lightsabre.

So, your secret is out. The black-clad man is Darth Vader. His voice

is like the end of the world. "Havet Storm," he says, turning the lightsabre over in his huge, gloved hand. "Would you like to tell me where you got this?"

**Ooops. That just about wraps up your adventure. Perhaps you could give it another try?**

## 193

Increasingly desperate, you decide the only way to get off the street is to blast the door. You shield your face as you squeeze the trigger. There is a loud report, and a black cloud of choking smoke. You move as if to step inside, but run head-first into the barrel of a blaster rifle. Choking, and half-blinded with shock, an armoured man staggers out from the doorway.

**If you have checked 516, go to 223**

**If not, go to 205**

## 194

It's a short, ugly brawl, but you're amongst those standing at the end. The Wookiee is close by. The monkey-humanoid has been killed, and the tall hammerheaded alien – an Ithorian – is wounded. There's no sign of the human who joined the fight on your side, nor of Boba Fett. Al rushes up, wailing about the damage, and moaning that three of the creatures you defeated hadn't paid their bills. "You'd better get out of here!" he shouts. "When word gets round about that toy you've found, everyone and his droid will try to take it from you!"

Al's right. You need to make tracks. But can you really ignore the wounded Ithorian?

**If you leave immediately, go to 34**

**If you help the wounded Ithorian, go to 207**

## 195

There is only one way to achieve what you want. Vermilion mustn't walk away with the knowledge he has gained. The fact clutches coldly at your heart, guiding your hand even though your eyes are closed.

The lightsabre strikes... In the moment of horror that follows, as you realise what you have done. The lightsabre drops to the ground. Its powerful beam snaps off, and all is silent. You reach out into the Force, looking for the strength to move your leaden limbs, but there is only a cold and sinister darkness.

To act as you have just done is to let the dark side into your soul. The Force only serves those who do not corrupt its power for selfish and murderous ends.

**If you wish to start the adventure again, go back to 1**

## 196

Boba Fett has a short start on you, but you have the means to change that. You run across to the nearby building where you stashed the speeder bike. Throwing off the cover, you leap into the saddle and gun the engine.

Market Street is easy to find – it's a busy road in Toprawa City, parallel to the main highway. No checkpoint blocks the way, and no-one can intercept a speeder bike with its throttle wide open. In fact, you even beat Boba Fett to Facet's address! OK. Now what are you going to do?

**If you ambush Boba Fett, go to 213**

**If you go to Facet's apartment, go to 230**

## 197

You interrupt the instructions, waving the metallic badge Facet gave you, proof of your employment at the IRS. There's a brief pause, then the voice continues: "I underestimated you, Havet. Very clever. The Alliance can really use your help." You're more than ready! "You know Al's cantina, near the spaceport? Hang around there as often as you can. Scarlett will meet you there." The speaker goes dead, and the house lights come on. You know a signal to leave when you see one. And you know exactly where you should go next.

**If you go directly to the cantina as instructed, go to 216**

**If you check out the area around the cantina first, go to 99**

## 198

Diamond shifts her weight, reaches into her tunic, and pulls out a decorative bracelet, set with semi-precious stones. She tosses it over. "It's an explosive cuff," she announces. "Put it on." You hesitate, and she gestures with her blaster. You close it on your wrist. "You've made a lot of trouble, Havet, now it's time to pay the price. If you cause me any more problems, I'll turn you into a super-nova. Understand?" You tug at the cuff, but it isn't going to come off your wrist. It doesn't take a wise man to guess that, if you try to cut it off, it explodes anyway.

"If you want to be rid of it, you have to do me a favour first. There is a small group of rebels on Toprawa. Their leader is Vermilion – a renegade who affects a blood-red turban. Vermilion is hatching a plot. It has something to do with the information Ta'al Pierc stole. Vermilion spent some time off-world, getting instructions from the Rebel Alliance; now he's back. Find him. The cuff has a built-in transmitter. Press the white stone, and I'll be with you in minutes."

You understand perfectly. "Good," remarks Diamond. Off in the distance, you hear an engine cough into life. Diamond hears it too. "Don't let me down," she says. "If I help you, you'll take off the bracelet?" you ask. "You won't have to worry about it," Diamond insists.

The engine revs, and comes closer.

### Check 552

Go to 300

## 199

All things considered, you've had enough of Toprawa City for a while. There's no work, nowhere to stay and little scope for earning any credits. You'd be better off back at the spaceport; you won't stand out so obviously, and there might be casual work with a trader, or someone hauling supplies out to the port which would provide you with some immediate finance. It's too far to walk, so you take the Shuttle which runs back and forth between the commercial district and the port. A little warm sunlight shines through the window as you take your seat, and soon you are feeling drowsy, the long and fruitless day having finally caught up with you. Just as you are falling asleep, your Force-tuned instincts jolt you into full wakefulness. The Shuttle is pulling up at a road block! Craning your neck to

see through the windshield, you catch sight of several military types with blasters and batons, flagging down the Shuttle.

**If you stay in your seat, go to 225**

**If you leap off the Shuttle, go to 8**

## 200

You look past the BlasTech EE-3 pointed right between your eyes, into the face-mask of its owner. "Across the street!" you blurt out. "A woman just killed a guy! She knows I saw it!" He looks out through the ruined doorway. You get to your knees, but stop there as he jerks the rifle in your face. "Looks like you're telling the truth," he says. "There is someone in the alley. So that's two people you've managed to annoy in one day." Two? You look up into the man's visor, trying to see his eyes, but all you can make out is the faint reflection of your own face.

"Do you know who I am?" he asks. You shake your head. "My name is Boba Fett," he continues, his final explanation. "You have two choices. You can either go out there and face your friend in the alley. Or you can stay and face me." Those are choices?

**If you go back out onto the street, go to 212**

**If you'd prefer to deal with Boba Fett, go to 228**

## 201

You're in no mood to play mind-games. "Look, I could use some clean ID," you whisper, low enough so that not even a microphone could hear. "But I've only got thirty credits; how can I afford one?" The dark-haired man looks disappointed, but still gives you a big, dopey grin. "No problem. My name's Carmine. I can arrange credit. You get new ID, you get a job, you pay us back. After all, if you welch on us, we can turn you into the authorities just like that."

He has a point. You follow him to a building a short distance away. At the door, he grins into the surveillance camera above the entrance. "Used to be a bank," he explains.

It takes three hours to make up a new card. A young slicer wakes up a "sleeper" on the main Imperial database, and gives it your name. "You're still Havet Storm," Carmine explains, "All we've done is

change the access point on the database; if anyone checks your ID, they'll find a clean, law-abiding record. They'd physically have to put the old records side-by-side with the new to realise it was the same person. Neat, huh?"

"First payment in a month, Havet," says Carmine, showing you to the door. "Don't be late. If you have a problem, call this number." He hands you a business card with a comlink number on it. "You advertise?" you ask, unable to believe it. "Just because you have the number, Havet, doesn't mean you know where I am." He lets you out of the bank.

**Check 517 & 530**

**If you go back to the Commercial District, go to 227**

**If you catch the Shuttle back towards the port area, go to 199**

## **202**

You slip the thong of your lightsabre onto your belt. Under your coat, it is small and unobtrusive, but each time it slaps against your hip, you are reminded of its significance.

**Check 508**

**If you also want to carry your blaster, go to 191**

**If you're ready to enter the cantina, go to 216**

## **203**

Along with several hundred other people who have spilled out onto the streets, you gape upwards at the space battle. Most of the time, all you can see are distant pulses of bright light, but a few ships venture lower into the atmosphere, and you watch tiny fighters swarming over larger Imperial vessels. The fighters are having a hard time of it, but they are gradually overwhelming the Imperial Corvettes. One of the larger Imperial vessels starts breaking up almost overhead, and escape pods and shuttles leap from its bays.

Fighters hunt down the shuttles one-by-one. The last, swinging low over the City, makes a run for the spaceport (from where ground-based fire is arcing upwards), but is hit and starts falling – directly towards you! Screaming citizens scatter, and you find yourself being dragged away by a large man with a powerful grip. Moments later

the shuttle crashes into a building immediately adjacent to the cantina, and goes up in flames. By the time you lift your head, the battle has moved on. Al's place is burning furiously. You look around to see who saved your skin, but there's no-one there. Boba Fett has disappeared too. You've no idea what the battle was all about, but it did you a favour!

**Check 580**

**Go to 99**

## **204**

Having seen what she does to people she thinks are members of the Rebel Alliance, you decide that Diamond wouldn't want to hear so say that you are, no matter what the truth is. Off in the distance, you hear an engine cough into life. Diamond hears it too. "That's a great pity," she sighs. "It means you are of no value to me, and yet I still have this problem of you being a witness to Pierc's accident."

The engine revs, and comes closer. "Goodbye," says Diamond, leveling the blaster at you.

**To fight this combat, read 571, then use the combat rules from the beginning of the book. Remember this paragraph number so you can find your way back**

**If you win the battle, go to 250**

**If you lose, go to 236**

## **205**

You recognise the guy at once. His name is Boba Fett, the most notorious Bounty Hunter in the galaxy. And you just blew a door down on him. You blurt out the only excuse you can think of. "That woman in the alley! She's trying to kill you!!" Fett drags you through the doorway, then takes a cautious look outside. He must have caught a glimpse of the woman, because he ducks back, and readies his weapon. "If you're lying, kid, I'll find you and kill you. For now, beat it!"

Good idea. You pass quickly through the cantina, ignoring the angry questions of the other customers. As you head for the exit, you look back at the side door. Fett is checking his blaster rifle. For now, he

has forgotten you. Next time, you can't expect to be so lucky.

**Check 516**

**Go to 34**

## **206**

Despite your best efforts, you cannot hold off the mob in the cantina. You are dragged down, and feel your grip shaken loose from the lightsabre. Moments later, all is blackness.

**Perhaps you should try again. Go to 1**

## **207**

The Ithorian did you a favour. You can't just leave him to die. Reaching out with the Force, you quell the pain raging in side him, and accelerate his body's natural defences, so that the healing process may begin. After a few moments, his breathing becomes more regular. The Wookiee growls appreciatively. You also realise that the human ally you had during the fight has reappeared. His grubby coat swishes against the floor as he walks over, tying a blood-red scarf around a superficial hand wound. He looks carefully at you as you rise to your feet.

**If you have checked 521, go to 237**

**If not, go to 262**

## **208**

You walk across to the reception area. One of the bored-looking women behind the desks smiles a welcome, but it fades pretty quickly when she realises that you're not a high-ranking officer, or a rich merchant. "Can I help you?" she asks.

**If you have checked 541, go to 220**

**If you have checked 550, go to 317**

**If you have checked 553 or 544, go to 222**

**If you want to ask about a job at the IRS, go to 232**

## **209**

The Imperial Officer slumps to the floor. You managed to defeat him quickly – there's no alarm from the Imperial Research Station. Leaping into his landspeeder, you set off after Boba Fett.

**If you have already ticked one box on your Time Track, tick another**

**Check 586**

**Go to 226**

## **210**

You take off down the street, hoping you can put some distance between yourself and the killer. The area ahead seems to be filled with abandoned factories, and there aren't many people about. You think about turning back, but a glimpse of the dark-haired woman working her way along the street behind you changes your mind. Trouble is, she knows this city, and you don't. She's herding you towards your death, Havet. There doesn't seem to be much you can do about it.

**If you have checked 526, go to 240**

**If you haven't checked 526, go to 279**

## **211**

"How do I find Facet Anamor?" you call out. "She's also in charge of Personnel at the Station; if you get a job there, you'll meet her. She also likes to shop in the City, or to sit in cafes drinking fruit juice and chatting. Perhaps you could use your 'charm'." The hidden voice uses a lot of sarcasm on the word 'charm'. From where you sit, the owner could use a few lessons himself.

You hear a faint click. The sound system has been turned off. Looks like it time to go. You hit the auto-usher for a refund, but nothing happens. "Some Rebellion," you shout, "stealing Credits one at a time!" No-one answers.

So, Havet, are you going to go along with this slightly seedy plan? What was the idea again? Get close to Facet Anamor and then trick her? Not very honourable work, is it?

**If you go off to catch the Shuttle into Toprawa City, go to 72**

**If you go back towards the spaceport, go to 99**

## **212**

Caught between a rock and a hard place, you decide you'd better go back out into the street. Boba Fett strikes you as the kind of mindless killer you can't talk out of violence. Maybe, just maybe, you'll stand a better chance with the woman in the alley?

That hope lasts about 2 seconds, all it takes for her to appear from the alley and aim her weapon at you. Whatever you witnessed down that dark by-way, it is just about to cost you your life.

**Your adventure is over. If you're ready to start again, go to 1**

## **213**

You find a place opposite the entrance to Facet's apartment building on Market Street, and get ready to ambush Boba Fett. Sure enough, after a few moments you hear his landspeeder approaching. Annoyingly, he doesn't pull up in front of 525 Market; instead he parks down the cross-street a way, sitting in the landspeeder, lights out. He has a full view of her front door. If Facet comes out, he has a clear shot at her.

**If you wait for Facet to come out, check 584, then go to 264**

**If you open fire on Boba Fett now, read 585, then use the Combat Rules from the beginning of this book. Remember this paragraph number so you can find your way back**

**If you hit Fett with either of your first two shots, go to 271**

**If he hits you, go to 269**

**If you both miss, go to 283**

## **214**

You tell Facet that Boba Fett is outside, and that he was searching for her. She looks incredulous. "Do you think the Rebels have hired him to kidnap me?" she asks. You doubt it, but you say nothing. "We can

slip out through the secret exit. Will you help me, Havet?" You grab her bag and throw it across your shoulder. She leads you back down the stairs, and through the kitchens. At the back of the house, a cleverly concealed door opens onto a dark alley. You slip out, and try to steer your way through the gloom.

You have gone no more than a few yards when you realise you have lost your grip on Facet's hand. You call her name, trying not to let your voice carry. Blundering around, you reach the front of the building. Where is she? You find no sign of her anywhere.

Suddenly, though, you spot of a darting shadow rushing towards you. Boba Fett! Knowing that you can't let him find Facet – and that he has every reason to kill you – you get ready to meet him once again.

**If you open fire on Boba Fett now, read 585, then use the Combat Rules from the beginning of this book. Remember this paragraph number so you can find your way back**

**If you hit Fett with either of your first two shots, go to 271**

**If he hits you, go to 269**

**If you miss twice and he misses you, go to 283**

## 215

"Thanks," you say gripping both ends of the bracelet and pulling. There is a huge explosion.

**Havet's adventure has ended. If you'd like another try, go to 1**

## 216

The sign above the entrance says the cantina is called Al The Alchemists'.

**If you have checked 580, go to 77**

**Otherwise, if you have you checked 516, go to 9**

**If you haven't checked either of these, go to 218**

## 217

Everything falls silent. You know you should run, that the killer isn't going to want to leave witnesses, but your feet are rooted to the spot. You wait, watching. The shadow finally steps out from under the fire escape.

If you have checked 514 or 552, go to 238

If not, go to 282

## 218

As you push open the door, you wonder just what Alchemy Al brews up in here. The smell is disgusting! You wrinkle your nose in disgust. Which proves to be a minor social error, since a tall Wookiee, who is just inside the door combing some gruesome fluid out of his fur, seems to think you were complaining about the way he smells. Perhaps you could explain?

Perhaps not. You quickly duck out of his way, and into the middle of the cantina. Al's place is typical of any watering-hole this close to a port. Creatures of every race in the Empire are pressed close – too close in some cases – celebrating old contracts and making new ones. Hustling for a buck. If you had anything to sell, this would be the place to sell it – before someone stole it from you.

It occurs to you briefly that you're much too young to be in a place like this. But it's too late now. You might as well stay now you've come this far. There's hardly enough room to swing a Katalian Ape, but you spot a small space at one end of the long counter, where one man is standing in the gloom, nursing a long glass of something. You push your way over, tripping over some octopod's legs and fall against the counter. The barman fills a tankard with something before you even order.

If you drink it, go to 231

If you ask the guy at the counter what it is, go to 94

## 219

"Vermilion!" you gasp. You recognised the man at once; the white coat and the turban are a dead give-away. He pulls you into the

building. "You know who that is behind you, kid?" he asks, continuing without waiting for the answer. "Diamond, the Security Chief at the Imperial Research Station. Why is she after you?" You tell him about the little man she murdered in the alley. "Ta'al Pierc," whispers Vermilion, sadly. "One of our best agents. If not for him..."

You have reached a laundry room at the back of the building. Vermilion motions for you to be quiet while he opens the back door fractionally. There is an echoing blast and he is thrown back as the door is shattered. "This way!" he calls running back towards the front of the building. He turns into a corridor, and then through an open door. As you enter the room, he pushes the door closed, and throws a heavy bolt across.

He bends to lift a rug from the floor, and you see that there is a trap-door. "I had hoped to keep this secret for a while longer," he murmurs. "Still..." He lifts the trap. "Listen. Down here, there's a passage. If you turn left, you can get back out onto the street not far from Al's. If you follow me, well, you'll have see... What I can tell you is that if you come with me, you'd better be prepared to join the Rebel Alliance. We've lost enough resources already today – I'm not prepared to waste any more on you."

**If you go with Vermilion, go to 239**

**If you head back towards the spaceport and the cantina, go to 299**

## 220

The woman at reception looks at you scornfully as you pull the card from your pocket. She takes a look at it, and her eyebrows arch in surprise. "Oh!" she gasps, mouth wide. "I'm sorry, Mr – Mr – I, I –" You put the poor girl out of her misery. "Just tell Miss Anamor I'm here."

"Of course!" she shrills, a little too loudly (boy, have you ever spooked *her!*). She keys an internal com unit. "Could I have your ID?" You hand it over, and the girl swipes it through the slot at the side of the unit. Let's hope your ID stands up to the test.

"He's here to see Miss Facet," says the girl into the unit. "Of course, I'll tell him." She hands back your ID, but not Facet's card. "Miss Facet isn't actually in her office at the moment. However, if you proceed directly to the security point, someone will meet you." The girl smiles again – much more brightly this time – and gestures in the

direction of the checkpoint.

There are four or five gates at the checkpoint, each manned by hard-faced security personnel. However, a sixth gate opens as you approach, and an officer beckons you forward. You look across at the poor devils waiting in line for their turn to be searched; several of them glance back at you, wondering how it is that some scruffy urchin gets in straight away while they –

You reach the gate. The security man takes your ID, and swipes it through another reader. You see surveillance cameras trained on you from the front and sides, building up a 360° picture of your face. More security guards scan monitors, some reading sensor output, others checking the results of the ID check. Others are lurking in the background, heavily-armed.

**Remove the check on 541**

**If you have checked 511, go to 249**

**If you have checked 513 (but not 511), go to 260**

**If you have checked 510 (but not 511 or 510), go to 234**

**If you haven't checked any of these, go to 278**

## 221

Your curiosity gets the better of you. "OK," you ask, "What's the easy option?"

"I didn't say it was easy," says the man, "I said it was cheap. Fancy a drink? I've some Star Racers in the cooler." At last – your favourite drink! "The name's Carmine." After a moment's hesitation, you tell him your name. He smiles. "Popular name, that. Havet, I mean, not Smith." Carmine leads you to a tall building a short distance away. At the door, he grins into a surveillance camera above the entrance. "This used to be a bank," he explains. According to the sign over the door, the building is now occupied by the Tenson Printing Company. You're tempted to ask "who are they?" Carmine sits you down, and pulls another chair up close. "Before we have our little chat, Havet, tell me – what do you think of the Empire?"

Oh, oh. This feels like one of those no-win questions – when you get it right it's deadly and when you get it wrong, it's fatal. Great. And he hasn't even given you the Star Racer...

**If you answer "I think it's a fine institution. I love the Emperor**

**with all my heart, and I think Darth Vader is the right leader for our time", go to 235**

**If your answer is "Well – er – that is, you know, it's sort of – um – you know...", go to 329**

**If you answer "The Empire is vile, corrupt and run by murderers!", go to 417**

## 222

You hand over the metallic badge Facet gave you. The young woman places it into a reader. After a few moments, she checks the readings, removes the badge and tries it again. "I'm sorry," she says. "This badge hasn't been activated yet. My records show that you're not supposed to be starting your employment for a few days yet. Why don't you call back later."

**Go to 99**

## 223

"You!!" growls Boba Fett. "Hi!" you smile brightly, "how's it going?" He looks at you as if you are mad (not far wrong there, eh Havet?), and in that moment of hesitation, you dodge past him. He must have been sitting right up close behind the side door, because there are broken chairs across the floor, and a Nalroni trader sits against the wall, nursing a bump on the head. You vault over them, and find your way over a narrow rail into an alcove at the end of the room.

Fett doesn't react. You hear him speak to the Nalroni. "We'll finish our conversation later, Karaff. Right now, I have to kill that brat." You try to find as much shelter as you can behind tables and other furniture. It seems like every eye in the place is on you. After all, it's not every day people shoot their way into a cantina, and then start building a barricade. Not *every* day.

You've escaped from one homicidal nutcase, and found yourself a substitute. What next?

**If you use your lightsabre to hack through the wall behind you, go to 75**

**If you draw your blaster, go to 90**

**If you use Arf to set up a decoy, go to 103**

## 224

You cross towards the vacant seat. The blonde girl pushes absently at the salad until you approach. She glances at her chronograph occasionally. It looks like she's been waiting for someone. "Hi!" Not your most original opening, but it will have to do. "Anyone sitting here?" She makes a big show of looking over the table at the empty seat. "Not that I can see," she replies. You start to explain what you really meant, but she laughs and tells you to sit down.

She's very pretty (lovely deep blue eyes!), a year or two older than you, and she has a great sense of humour. It turns out she has been waiting to have lunch with a guy she works with. This guy doesn't sound too much like competition – it comes up in conversation that he's a small fat guy in the Records Department – and he can't be too bright to miss a date with a girl like this.

You eat your meal together, and chat about nothing in particular. "My name's Facet," she tells you after a while. "I work in the Personnel Department at the Imperial Research Station. What do you do?"

**Check 515. Read 539. Remember to come back here after**

**If you tell her that you are looking for work, go to 327**

**If you tell her a lie, go to 338**

**If you change the subject, go to 350**

## 225

You sit tight. Moments later, the shuttle pulls up at the checkpoint, and three unpleasant-looking security guards get on. Looking out the window, you can see stormtroopers mixed with the security guards, and scouts mounted on Aratech speeder bikes. Escape isn't an option.

The guards start checking IDs. "What's this all about, Officer?" asks a businessman (rather him than you!). "Trouble at the spaceport." mutters the guard. The businessman groans – he's probably late for his flight already. "I'd have thought," he continues, an air of superiority in his voice, "you'd be checking people *leaving* the port." The guard stiffens, then leans forward to grasp the man's shirt. "I'd have thought you should keep your fat mouth shut!" he hisses. The businessman slumps back in his seat, and doesn't utter another word. Very wise too.

Moments later, the same guard is right in front of you. "ID, kid," he snaps.

**Find the number you have checked beside your ID in your Equipment Box.**

**If the check number is 517, go to 52**

**If the check number is 520, and you have also checked 511, go to 40**

**If the check number is 520, and you have also checked 510, go to 27**

**If the check number is 520, but you haven't checked either 510 or 511, go to 65**

**If you have no ID (or you want to pretend you haven't), go to 15**

## 226

You arrive at Facet's apartment on Market Street. There's no sign of Boba Fett, although you can see a landspeeder which looks like his parked a short distance away along a cross-street. Acutely aware that he could be anywhere, watching, you park immediately outside Facet's door, and try to keep low behind the landspeeder as you reach for the entry-phone.

**Check 584**

**Go to 248**

## 227

The evening is drawing in as you head back into the Commercial District. Office workers are making their way to the suburban shuttles and the Rapid Transit stations. A few beggars and street traders hustle them for credits, keeping a wary eye out for the police. Things must be bad on Toprawa if there can be this many poor people in its capital city!

You realise you are wasting your time here. If you're going to find a decent place to rest your head, you'll do better out towards the space-port, where life is less expensive, and there is more chance of finding someone hiring off-world labour. So, you head back to the shuttle pick-up bay. There's a long queue of commuters, and you notice that

cafe over on the corner is still open. You could maybe kill 30 minutes in there, and have a much more comfortable ride home. Or maybe you should just get going?

**If you want to catch the Shuttle immediately, go to 199**

**If you visit the cafe, go to 340**

## 228

"I can't go back out there," you explain. Fett finds this almost funny. "You're more afraid of her than you are of me? This is worth looking into." Fett reaches over and searches you with his free hand. "Just so you don't get the idea to shoot me in the back." He pushes you away from the door. "I don't expect to ever see you again, kid. If I do, you'll be sorry." That's for sure.

Fett grabs hold of the Nalroni trader he was talking to. "You go first, Karaff. Let's see who we're dealing with over there." They step outside. You don't even want to look. Instead, you make your way past the stunned customers in the cantina, and head for the front door.

**Check 516**

**Go to 34**

## 229

There's a cold slick of fear on your skin as you fumble to draw your blaster. The shadow under the fire escape barely seems to move, but you never manage to complete the action. The silenced blaster coughs again, and you feel a burning shock in your hand as you are hit.

The blaster falls to the floor somewhere. Through the pain, you force yourself to start running. You've more than met your match this time, Havet! Run for your life!

**Remove the blaster from your Equipment.**

**You have been wounded. You must either spend 2 Jedi Power Points to start the process of healing your hand, or reduce your Blaster Skill and Lightsabre Skill by one until you can get proper medical attention.**

**Go to 102**

## **230**

It's time for you to meet Facet. You can put your charm and good looks to work.

Finding 525 Market Street is no bother; Market Street runs parallel to the main road out to the spaceport, just a block north. It's a fairly posh looking apartment building, by the look of it. In your tired old clothing, you feel distinctly out of place. There's an entry-phone by the door. It doesn't have a list of names, just one button. Does Facet own the whole place? You press the button, and an electronic voice sounds from the speaker.

**Have you checked 572? If you have, go to 248**

**If not, go to 310**

## **231**

You take a cautious sip. The drink smells like an animal which died of something terrible, and it smells better than it tastes. "Yeccch!" you retch. "That's terrible!" You turn to the guy at the end of the bar for confirmation. "Don't you think this stuff is terrible?" He doesn't move. "Actually," he replies, "I think it's a fine drink. Won't you take another, and toast the Empire with me?"

"I don't think so!" you reply assertively (the guy must be a nut to drink any more). "You won't drink to the Empire?" he asks, glowering at you; or, at least, coming as close to a glower as you can wearing a full-face helmet. "Or you won't drink with me?" Oh, oh. Isn't this conversation heading in a rather negative direction all of a sudden? "Actually –" you start, but he interrupts immediately. "Are you saying that you won't drink to the Empire with me... with Boba Fett?"

**Check 516**

**If you reply: "Yes sir, sorry sir", go to 123**

**If you answer: "You're not Boba Fett; he's much uglier than you", go to 129**

**If you choose "Sorry, never heard of you. Perhaps I'll remember you from now on", go to 17**

## 232

"I've come about some work," you tell the woman behind the desk. Her well-trained smile droops a little; she's heard the same thing before. She pulls a folder from a drawer. "Read this," she orders. "When you're called, go to the checkpoint. Fill out the forms while you're waiting"

Forms? On paper? This kind of thing is ancient history, the kind of nonsense they got up to before the Old Republic! It dawns on you quickly that this process isn't designed to match anyone with jobs, but to make things as tedious and pointless as possible, so that most applicants will just give up and go away. You, of course, are made of sterner stuff.

Which is why, several hours later, you're still sitting in the most uncomfortable chair science could devise. No-one has paid you the slightest attention. The daytime shift at Reception has gone home, leaving the place crewed by non-sentient beings from beyond the grave. A guard wanders over. "OK. That's it for today. Off you go." He waves his weapon vaguely to prove he means it. "But we haven't seen anyone!" says an unwise man along from you. "You've seen me, haven't you?" grins the guard. "So, come back tomorrow, and see who else you can see."

Moments later, you're out on the street, as bone-weary as if you had run twice round the planet.

**If you search out a hostel and get some sleep, go to 50**

**If you want to keep looking around, go to 99**

## 233

You cannon off the man in the doorway, and rush into the building. There had better be a back way out! It takes you several attempts to find the right passageway, and then you rush through the laundry and open the back door... You never see the shot that finishes your adventure on Toprawa. There is just a brief moment when you realise that the killer out-thought and out-ran you. Then oblivion.

**Better luck next time. To start again, return to paragraph 1**

An urgent chime sounds on one of the monitors. The guards stiffen with tension, turning their blaster rifles in your direction. One of them reads the information off the screen. "Mr Storm's ID has a Code 510 tag, sir. Security Infringement at the spaceport. Report filed by Corporal Kiell, Port Security Detachment. Cross-reference shows no follow-up report; Corporal Kiell relieved of duty." The officer takes a hard look into your eyes. "Caught trying to bring something illegal onto Toprawa, Mr Storm?" he asks. "We all do it. Wipe that record, Trooper. Miss Facet wouldn't want her guest bothered by every patrol on the planet over a customs offence."

You thank the officer, and watch as the blemish at the spaceport vanishes from your file. Thank heavens for friends in high places! "You must leave all weapons with us, sir," the officer continues. "Also, that..." He's pointing at the cavernous pocket where you store Arf. You pull the droid out; better you leave him here than let them do a thorough strip-down search on him...

**Remove the check on 510**

**Read 549**

**If you have checked 508, go to 280**

**Otherwise, go to 297**

You're not at all comfortable with Carmine's question, but you decide this isn't the time to take chances. Your answer is a very respectful one, praising the Empire and its leaders. Carmine's face is completely impassive. "A fine, proper answer," he says at last. "I'm sure we all appreciate what the Emperor is prepared to do for us. No sacrifice too great, eh?"

He makes a big show of looking at his chrono. "Actually, I have a pressing appointment. Could we have this chat later? I know you'll understand." Seconds later, you're back on the street, like he couldn't get rid of you soon enough. What a strange guy! What a time-waster!

## **Check 521**

**If you give up on the City, and grab the Shuttle back out to the port, go to 199**

**If you want to look round the Commercial District some more, go to 227**

## **236**

You didn't stand much of a chance against Diamond. In no time at all, she has swatted you like a fly. You feel your strength ebbing away. She steps over your broken body. "Such a waste," she sighs. "If you had your time again, wouldn't you have played our little game my way?"

Would you? Right now, you'd give a lot to find out...

**Your adventure is over. Start again from paragraph 1, and try to keep out of Diamond's hair this time...**

## **237**

"Havet!" the man grins. "Fancy seeing you again!" You look him over. That ugly coat and the scarf should have tipped you off at once. "Carmine."

"In the flesh!" he beams. "And I see you didn't tell me everything about yourself when you we met before." He takes a closer look at the wounded Ithorian. "It's been a long time since I heard of anything like that. You saved his life!" You try to tell him that the Ithorian did you a favour, and that you just needed to repay it. "Don't be modest, Havet. I know what you are. That lightsabre... the way you saved this man's life. You're a Jedi, aren't you?"

Great! The secret is out. The way Carmine likes to talk, it'll be all over Toprawa by morning. "So?" you challenge him. "So, why don't we have a talk about it?" OK, you're prepared to listen. "No, not now. I have to help our friend here get to a doctor, and you need to disappear from here before the police arrive. Go to 182 Riverside. It's an old vid-theatre. We'll talk there."

Carmine picks up the wounded Ithorian with the Wookiee's help. "See you soon!" he beams.

**If you slip out the side door and head for the address he gave**

**you, go to 182**

**If you want to keep out of Carmine's nutty schemes, go to 34**

## **238**

Seconds later, you are face-to-face with the killer. Her close-cut black hair frames an emotionless face. You find yourself unable to look away from her strange, colourless eyes. There can be no mistake – the murderer is Diamond, the Head of Security at the IRS. "Fancy seeing you here, Havet," she says, and then adds with as much sincerity as a Gallian cobra: "Such a coincidence. I wonder how many more times we'll be brought together like this?"

**If you have checked 552 in your Data Bank, go to 337**

**If not, go to 318**

## **239**

You agree to go along with Vermilion. Scrambling through some rubble-strewn alleyways and through a few doors in and out of buildings, you reach a narrow side-street, somewhere off the spaceport highway. Vermilion stops, and points along a wider street which follows a dried-up river course. "That's Riverside. You want 182, on the east side. You can't miss it." Vermilion straightens his turban and brushes dirt from his immaculate white coat. "Aren't you coming?" you ask. "It's better if we separate here, Havet. I'll see you again later."

Vermilion takes a last look around, then scoots off around a building and out of sight. What a weird guy he is. If he's any indication, are the Toprawan Rebels people you really want to get mixed up with?

**If you search out 182 Riverside, go to 182**

**If you go back the way you came, go to 99**

## **240**

The killer has nearly all the advantages; she knows the area, and she seems very experienced at tracking down her quarry. However, you have one advantage she can't match.

You sprint into the abandoned factory where you left the speeder bike. Thank the stars – it's still here! Pulling off the cover, you leap into the saddle and fire it up. Within seconds, you're blasting back out onto the street. The killer leaps out of your way, then fires a few shots at your rapidly retreating form. One of them hits the bike, and it starts leaking coolant. Looks like this is your last ride – but at least you'll be alive at the end of it!

**Remove 526**

**If you stay close to the spaceport, go to 99**

**If you head into the City, go to 72**

## **241-243**

The code is an advanced version of Q2800, heavily seeded with personalised short-cuts and password requests. It looks like the program is for testing the effects of a massive power surge through some kind of resistance package; a kind of building-sized spike protector. It isn't like anything you've ever seen before. You struggle for about 30 minutes, then Facet leans over and shuts the monitor off. "Never mind, perhaps a data entry job would be the best thing after all."

She sounds disappointed. Did she think you were some kind of computer hot-shot? Well, no matter, you've got a job. Facet taps some details into a machine, and out pops one of those green metallic badges. "Take this," she says. "It won't be active for a few days, while we do some background checking on you." Oh, oh! "Just to make sure you've never been in any trouble with the authorities." Whew! Is that all...

"Call back, after Ninthday. Show that at Reception; they'll tell you what to do next." You take the badge, and slip it into a pocket. "OK," smiles Facet, brightly, but still showing a tinge of disappointment. "Is that it, or is there anything else I can do for you?"

**Add the green badge to your equipment, and check 553**

**If you want to ask Facet for a date, go to 33**

**If you're ready to leave, go to 47**

## **244-245**

The code is an advanced version of Q2800, heavily seeded with per-

sonalised short-cuts and password requests. The program is for testing the effects of a massive power surge through a power suppression system; the kind of thing you'd get if you had a blow-back from some kind of particle beam or energy weapon. The energy they're talking about is huge!

It takes 20 minutes, but you find the error. There's a feedback loop, which would slowly exaggerate the effect of a particular piece of control equipment. At first, the test results would be pretty accurate; then they would slowly corrupt the data, making it appear that the control systems were having a greater effect than would really be the case. You point the error out to Facet, and suggest a correction. She seems quite impressed, though you're not sure how much she understands. "I'll pass that on," she says.

From where you sit, the Empire owes you one. Facet turns to a second machine, and taps in some details. Out pops a blue metallic badge, similar to the green one you're wearing. "OK," she says. "You're hired. This won't be active for a few days, while we do some background checking on you. Call back, after Ninthday. Show that at Reception; they'll tell you what to do next." You take the badge, and slip it into a pocket. Facet smiles. "Welcome to the Imperial Research Station. Is there anything else I can do for you?"

**Add the blue badge to your equipment, and check 554**

**If you want to ask Facet for a date, go to 33**

**If you're ready to leave, go to 47**

## 246

The code is written in Q2800. Simple. The program tests the effects of a massive power surge through a suppression system; the kind of thing you'd get if you had a blow-back from some kind of particle beam or energy weapon. The energy they're talking about is huge!

It takes 10 minutes to find the error. There's a feedback loop, exaggerating the effect of control equipment. At first, the test results would be accurate; but they would slowly degenerate, making it appear that the control systems were more effective than they really were. The 'error' must have been built in deliberately. Sabotage! You also see a password bypass patched onto the code. You point out the error to Facet, and suggest a correction, but you don't voice your suspicions about the sabotage. She seems quite impressed. "I'll pass that on," she says.

From where you sit, the Empire owes you one, and – if they don't pay you back – you now know how to break through the access passwords on their computer system. Hmm. You'll have to think about how you're going to use that information. While you consider your options, Facet turns to a second machine, and taps in some commands on its keyboard. Out pops a blue metallic badge, similar to the green one you're wearing. "OK," she says. "You're hired. This won't be active for a few days, while we do some background checks. Call back, after Ninthday. Show that at Reception; they'll tell you what to do." You take the badge, and slip it into a pocket. Facet smiles. "Welcome to the IRS. Is there anything else I can do for you?"

**Add the blue badge to your equipment, and check 554**

**Also check 555**

**If you want to ask Facet for a date, go to 33**

**If you're ready to leave, go to 47**

## 247

The security guard looks at you suspiciously. "You do have your ID, don't you?" he asks. "Um –" you reply. The guard grabs your arm and leads you towards the end of the foyer. Elbowing aside a few of the people in the line at the gate, he calls to the officer. "Staff," he says. "You won't believe me, but this moron has come *here* without any ID."

The Officer looks at you as if you were growing wings in front of his eyes. "Another one? Are all Toprawans completely thick?" One of the more dignified members of the queue narrows his eyes at this remark, and you shrug your shoulders. The man hitches his belt, a dark red affair made from animal skin, and scratches his beard.

"Hey! I'm talking to you!" the Staff Officer shouts. "It's an offence to leave your domicile without your ID. Would you like me to tell you what the punishment is for being caught without ID?" You tell the Officer that you've just flown in from Korphir, and that you must have left your ID in your other suit, and that on Korphir you didn't have to carry ID all the time, and – "Enough!" he shouts, even more loudly. "OK," he says to the Troopers at the gate. "Let's get a visual screen of the guy, and run the sensors over him."

"But I was here first!" complains red-belt, bristling with rage. The Staff Officer ignores him. The security guards pull you in front of the cameras.

**If you have checked 513, go to 260**

**If not, go to 328**

## 248

In a brisk electronic drone, the entry-phone demands to know who you are. "Havet Storm," you answer. "I'd like to leave a message for Facet —" Facet's voice cuts in, sounding edgy and hurried. "Havet? Come up." The entryphone buzzes, and you push open the door. There is a large entry hall, and a set of stairs climb ups to the next floor. Facet's voice echoes down from above — "Up here!" You trot up the stairs.

Facet actually does own the entire building! The upper floor contains a huge ballroom, complete with a stage big enough to house an orchestra. In one corner of the room, Facet throws clothes into a bag. She looks very unhappy, and quite frightened. "I'm really pleased to see you," she says. "Have you heard? There was a battle over the city!" How were you supposed to have missed it? "My father says the Rebels will launch an attack. I'm going to stay at the Station."

**If you have checked 584, go to 214**

**If you haven't, go to 265**

## 249

An urgent chime sounds on one of the monitors. The guards stiffen with tension, turning their blaster rifles in your direction. The Officer glances at the monitor. The operator opens his mouth to speak. "That's nothing to worry about," the Officer snaps. "Notify the appropriate agency."

He turns back to you. "You're overdue on tax payments, Mr Storm," he says. How's that possible — you've never paid any tax...? "Call at the Imperial Revenue Office in Toprava City within 48 hours." His voice is tense. "Maybe it's a rebate," you joke. "I doubt it," he replies.

You pass through the gate. The Officer returns your ID, and gives you a separate, green metal card. "You are cleared only for the Green Areas. Do not leave the Green Areas or an alarm will sound. If an alarm sounds, stand perfectly still, you will be intercepted within seconds. If you are found moving outside the Green Areas you will be

shot. Understand?" You nod. "Leave all weapons with us," he continues. "Also, that..." He points at the cavernous pocket where you store Arf. You pull the droid out; better you leave him here than they spend time doing a thorough strip-down search on him... "Room 330. This Trooper will accompany you."

The guard, instead of leading the way, falls in behind you. That doesn't feel right. Nerves jangling, you set off towards the elevators. A black-bearded man in a smart black suit, set off with an appalling red belt, stands at the doors. The elevator arrives at the same time you do, and the man gestures for you to go in. "After you," you offer. He nods his thanks and gets in. You follow, and the guard makes a point of stepping past you, to stand at your back once more.

The elevator rises to the first floor, then stops. No-one is waiting. The man in the red belt steps forward to look both ways along the corridor. As you turn to watch him, you realise the guard is slumped on the floor! What in all the galaxy -? "Give me a hand," says the bearded man. He drags the guard out of the elevator, frowning when you don't help. "They'll miss him quickly; we have to get you out of here now. Take this pass -" he hands you another metallic green card "- use the gate at this end of the foyer. My people will make a disturbance. Go through then."

You're supposed to see someone about a job! "Go on!" urges the man, retreating to the corridor.

### **Read 549**

**If you ignore the bearded man, go to 330**

**If you wish to go elsewhere within the Station, go to 28**

## **250**

Without an action replay, you don't know *how* you did it, but you've defeated Diamond! Her body armour gave her some protection, so she isn't badly hurt, but she is down, and stunned.

You ought to check her out, or maybe - no, you can't think of killing her while she's like this. Instead, you content yourself with going through her pockets. You find a red security pass, like a metallic badge; a heavy duty blaster; a strange box which looks like some kind of remote transmitter, and a fortune in high-denomination credits. Well, well. You pocket the lot.

That engine you heard earlier seems to be getting closer. You step

back from the unconscious body. The noise seems to be coming from the other side of that stack of cartons...

**Add the following haul of treasure to your Equipment Box.**

**A blaster – check 573**

**A red security card – check 574**

**A transmitter – check 575**

**Go to 300**

## **251-257**

You try to help Vattali as much as you can, but the equipment is very unfamiliar to you. "Keep steady on that contact" he says. He uses a small drill to open a hole into another part of the lock. You hear a dull click, and Vattali smiles widely. "There. You can take it off."

**Go to 215**

## **258-259**

Time drags while you steel yourself, trying to keep your hands perfectly still. The electronics repairman tutts and clicks, and whistles every now and again. He digs out a small fuse-gun, and starts welding parts of the bracelet together again. "I thought we were taking this thing off?"

"I don't wish to alarm you," he trills, "but the bracelet contains a modest quantity of explosive. I have cut the lock, which has armed the detonator. If we remove the bracelet, it will explode, unless I can disconnect the thermal charge from – ah!" What? WHAT!?

**Go to 266**

## **260**

An urgent chime sounds on one of the monitors. In perfect synchronisation, all the guards stiffen with tension, and turn their blaster rifles in your direction. The Trooper operating the console leaps back in alarm, pulling a blaster from a holster at his belt. The Officer is almost as surprised by this as you, but he manages to step back, so

that he doesn't block anyone's field of fire.

"This is the guy they filmed at the spaceport," the guard exclaims, his voice high with tension, and the blaster in his hand trembling. "The one who opened fire on the Port Security Detachment." Ah! So that's it. The Officer smiles, dreaming of promotion. "Good work, Wychov!" He motions for some of the other guards to step forward. "Search him!" You are quickly disarmed. The Officer points at the cavernous pocket in your coat where you store Arf. "Take the droid too..."

"Where do we take him, sir?" asks Wychov, who looks a lot calmer now that you're unarmed and there are five other weapons trained on you. "Where else?" the Officer replies. "Something like this, and Commander Diamond will want to see him for herself."

The guards march you off. As you pass the other gates, all eyes are on you. In particular, you notice a black-bearded man in a smart black suit, set off with an appalling red belt, who watches the events intently. "I'd stay and chat," you explain, "but I'm late for an appointment."

**Remove all weapons and Arf from your Equipment Box**

**Go to 330**

## 261

You try to subdue the Officer quickly, but he dodges your first blow and calls for help. Moments later, you are caught in the savage glare of a searchlight, and Imperial soldiers are rushing out of the IRS to capture you.

**Not quite the way you wanted to get inside. Try another route.**

**Go to 1**

## 262

The man in the red scarf sticks out a hand. "Carmine," he says, offering you a toothy grin. You fight off the temptation to reply 'but I didn't knock' and introduce yourself. He takes a closer look at the wounded Ithorian. "It's been a long time since I heard of anything like that. I – I didn't know any of you people were still alive. But that lightsabre... the way you saved this man's life. You're a Jedi, aren't you?"

Great! The secret is out. "So?" you snap, irritably. "I know some people who could use talent like yours," he says. "Good people. Go to 182 Riverside and we can talk." Carmine picks up the wounded Ithorian with the Wookiee's help. "It's the truth, Havet. We can help you, and you can help us. How about it?"

**If you slip out the side door and head for the address he gave you, go to 182**

**If you keep well clear of Carmine's friends, go to 34**

## 263

"Help me get it off!" you shout. The Rebel Technician doesn't seem very keen, but you keep on at him. Pity, really. As he goes back into the case with the cutter, he makes just one very small mistake – but it's the last one either of you ever make.

**Whew! The bracelet had a bomb in it? Does that give you clue about what to do when you start again?**

## 264

You settle down to wait for Facet to come out, keeping a close eye on Boba Fett's landspeeder. After a few moments, you catch sight of a woman walking along the sidewalk beside Facet's building. Did she just come out of a back door? One moment the street was clear, the next, there she was!

**Have you checked either 514 or 565? If you have, go to 275**

**If not, go to 286**

## 265

Facet continues packing. "You shouldn't have come here, Havet," she says. "The Rebels might be looking for you too. Go now; try to stay low until the fighting is all over. Imperial reinforcements will be here soon – they'll soon sort out the rebels!"

"Can't I come with you?" you ask. She shakes her head, tossing her blonde hair. "I can't do that, Havet. Security. You understand, don't you?" She shuts the case she has been packing, and pulls on a short jacket. Together, you leave the huge upstairs room, and make your

way down to the door. Facet looks out through the entry porch camera. "No-one. Go now, Havet. Good luck." She opens the door, and ushers you outside.

Well, that was very friendly. In fact, you can't think of anything less friendly. Oh, oh — yes, you can. It's coming towards you right now, powered by its jet pack, and with its blaster rifle aimed in your direction. Boba Fett!

**You must fight Boba Fett! Read 588, then use the Combat Rules from the beginning of this book. Record this paragraph number so you can find your way back**

**If you hit Fett with your first shot, go to 271**

**If he hits you, go to 269**

**If you both miss with your first shots, go to 283**

## 266

"There!" says the blue-skinned repairman. You hear a click, and the pressure on your wrist falls away. You open your eyes to see the bracelet lying on the shop counter. "Nova! — you scared the heat out of me!" you blare, very shaken. The repairman isn't offended. "Nasty piece of work, that," he trills. "Double-spring mechanism; you think you have to hold it down, but it's sprung from both ends — you have to hold it *still!* Very hard to defuse."

"Is it safe now?" you ask. "Not really," he replies, cheerfully. "There's a timer, but I think that hasn't been set. There's also a remote activator, which can be activated by a transmitter on a tight frequency. I haven't isolated that. I don't fancy poking around inside that thing any more than I've done already." You share the emotion. "OK. Thanks. I owe you." He shakes his head. "Just take it away with you! That's enough payment for me!"

**You can get rid of the bracelet if you choose — just cross it off your Equipment list**

**If you keep it, change the check number to 589**

**You leave Vattali's shop. If you go back towards the spaceport, go to 99**

**If you catch the Shuttle into the City, go to 72**

## **267**

Great! No doubt about it, Diamond is walking right towards you. You'd better try and shift out of sight before she sees you.... She doesn't, not at first. Boba Fett does. He leaps up in his landspeeder, and braces his blaster rifle against the windshield. "I knew I'd flush you out!" he calls, and then opens fire.

**You must fight Boba Fett! Read 591, then use the Combat Rules from the beginning of this book. Record this paragraph number so you can find your way back**

**If Fett hits you with his first shot, go to 277**

**If he misses, go to 293**

## **268**

You return to consciousness slowly, as if you have been asleep for hours. In fact, it can only have been a few moments. There's no sign of Diamond or Boba Fett, but Facet is kneeling at your side, stroking your head, and patching your wounds as best she can with a makeshift first aid kit. "Havet!" she cries as you wake up, her deep blue eyes full of tears. "You're alive! What happened?" Good question. You try to answer, but you only get as far as "Boba Fett...". You feel pretty rough!

"I can't leave you here," she says, determinedly. "I'll take you with me to the Station. Can you make it?" Good question. You stagger to your feet with her support, and she carries you to Fett's landspeeder (man, she's strong for an office girl!). Moments later, you're on your way.

**If you have ticked a Time Box already, tick another**

**Go to 285**

## **269**

He was just too good for you. You missed your first shot by a light-year, but Fett was almost spot on with his. The searing heat burns you, and you fall, spilling your weapon in to the street. You fight the pain as much as you can, drawing on your Jedi strength, but you need more time than Boba Fett is going to allow you. You hear him walk over to where you are sprawled, tunic smouldering, your hand

groping towards your weapon. Fett kicks it away.

"You've had this coming, brat!" he snarls levelling his weapon. You close your eyes, but the death blow doesn't come, not yet anyway. Fett spins round, hearing feet running along the street towards him. You open your eyes, and see a black-haired woman rushing towards you, weapon drawn, her clear eyes flashing with determination. "Diamond!" exclaims Fett. Like you, he doesn't know what she's doing here. Has she come to rescue you, or to claim the right to execute you herself? The answer surprises you, but not as much as it surprises Boba Fett. She aims her stun gun at him – and fires!

**Boba Fett vs Diamond! To check out the match-up of the century, read 593, and use the combat rules from the beginning of the book. Record this paragraph number so you can find your way back here.**

**If Boba Fett beats Diamond, go to 290**

**If she beats the Bounty Hunter, go to 312**

## 270

"What did you have in mind?" you ask. She plucks your weapon from your hand. "I had hoped you would lead me to Vermilion. Instead, I find you skulking round here, chasing that air-head, Facet Anamor, and brawling with Boba Fett. Where is Vermilion? Remember, don't lie to me." Something tells you that wouldn't be a smart thing to do. "He's planning an attack on the Imperial Research Station," you tell her. "Good. When?"

"60 minutes after I arrive," you tell her. That gets her interest! "Then we mustn't delay things any longer, must we?" She pulls you to your feet and frisks you lightly. "Come on, Havet," she says. "Where are we going?"

"To the Imperial Research Station," she laughs, brutally. "Where else?"

**Go to 274**

## 271

It must be one of the best shots you have ever made. Although your attack doesn't penetrate his armour, you shake Fett up, and he goes

to the floor heavily. Move a little closer, and you can finish him off once and for all. As you close the gap, he struggles to his knees, and tries to pull the blaster rifle out from under his legs. A wounded animal is often the most dangerous.

You see his head move suddenly. Someone behind you? A clever bluff? No, your Jedi senses warn you that there is someone there, someone even more dangerous! You dive to the floor, rolling off the sidewalk and into the shelter of a parked vehicle. As you rise up, weapon at the ready, you see who has crept up behind you. A slender figure, tucked into a dark jump-suit; short black hair; a taut, severe face; and clear, crystalline eyes...

**Have you checked either 514 or 565? If you have, go to 284**

**If not, go to 295**

## 272

This Jedi thing must have something going for it after all. You are on a roll! Diamond collapses, out cold. You truss her up with her belt. She'll make a fine prisoner for the Rebels.

After one last check to make sure no-one else is going to attack you, you rush to Facet's apartment. The entryphone plays a recorded announcement back at you. There's no-one home. Curse it. Facet must be at the IRS already. You leave the building, and grab Diamond's limp form, throwing it into your vehicle. Gunning the engine, you set off to find Vermilion.

**Go to 294**

## 273

The first loser in the three-way battle between you, Fett and Diamond is the raven-haired woman. She screams horribly, then falls still.

**Continue the battle with Boba Fett. Read 597. Record this paragraph number so you can find your way back here.**

**If you beat Boba Fett, go to 296**

**If he beats you, go to 314**

Diamond drives you to the IRS building in just a few minutes. As you arrive, you sneak a glance around. Somewhere nearby, Rebel eyes will be watching. In a minute or two, Vermilion will know that you've arrived here with Diamond, not Facet. What will he do? Diamond takes you through the security gates, getting you badged up with a Green Security pass. She then whisks you to a distant wing of the building. All the areas you pass through have Green Security status. She opens a door opposite the elevator with an electronic code punched into the door lock.

You enter someone's living quarters. There are soft toys everywhere. Surely – "I know what you're thinking," smirks Diamond. "but these are Facet Anamor's quarters." She picks up a furry toy animal, strokes its ears, then tosses it aside. "I'll see if she's around. She can entertain you while I deal with the Rebels." She leaves the sitting room through a door on the far side.

You look out of the window. The Communications Centre is very close by! You can also see the labs, in a building adjoining this one. You have almost decided to try and find your way there when two things happen. First, Facet comes in. "Havet!" she calls. "Diamond said you were here but I didn't believe her. Is it true there's going to be an attack?"

Before you can answer, the second event occurs. There's gunfire close by, and an alarm sounds. Vermilion must think you have betrayed the attack to Diamond, and ordered his forces to begin the assault at once! That means you have less than 30 minutes before they blow the place up! Facet winces, but stays calm. "We're as safe here as anywhere, I suppose," she announces, opening up a cooler. "Drink? she asks.

**Add a Green Security Pass to your Equipment Box (unless you already have one). Check 553**

**Look at your Time Track. Tick all the boxes up to and including the one which says "Read 595"**

**If you accept a drink, go to 291**

**If you have checked 590 and you offer to make the drinks, go to 313**

**If you attack Facet, go to 331**

## **275**

Your pulse is racing. The black-haired woman is none other than Diamond, the Research Station's Head of Security. What's she doing here? Checking up on Facet? Looking for you? She's coming right towards you. There really isn't any way she can fail to see you where you are currently hiding. You either have to move, or take action now!

**Tricky choice, Havet! If you try to change position, go to 267**

**If you fire at Boba Fett, go to 287**

**If you fire at Diamond, go to 298**

**If you wait, go to 311**

## **276**

Fett draws the short straw in your three-way battle. He staggers back against his vehicle after a direct hit. Diamond ceases fire at once. "He's down, Havet," she calls. "You ready for a truce, or do I have to get rough with you too?" She stands up, and moves towards you.

**If you wait to see what she has planned, go to 270**

**If you fight her, read 594, and use the combat rules from the beginning of this book. Record this paragraph number so you can find you way back here**

**If you beat Diamond, go to 272**

**If she beats you, go to 292**

## **277**

There's nowhere to run. Boba Fett fires. He doesn't hit you cleanly, but the searing heat burns you arm, and you fall, spilling your weapon in to the street. You fight the pain, drawing on your Jedi strength, but Boba Fett isn't going give you time to recover. He walks over to where you lie, tunic smouldering, your hand groping towards your weapon. Fett kicks it away.

**Go to 289**

## 278

It seems to take forever for the security guard to check your ID. Sweat breaks out on your forehead. At last, there is a small 'beep' from the console, and he tells the Officer you're clean. The Officer checks the sensor display, and nods to the guards to let you through.

"You'll have to leave all weapons with us, sir," the officer continues. "Also, that..." He points at the cavernous pocket where you store Arf. You pull the droid out; better to leave him here than have them spend time doing a thorough strip-down search on him...

**Read 549**

**If you have checked 508, go to 280**

**Otherwise, go to 297**

## 279

Running blindly on, you wind up in a pitch-black building, a complete dead end. Your heart is hammering, and you find it hard to breathe even though you are desperate for air. She's out there! And all you have is the shelter of the dark in this empty, derelict building. Sadly, that proves to be too little. While you have your weapon ready to cover the sole entrance, the killer takes more drastic measures. A gas grenade bounces on the floor in front of you, spewing its choking plume of smoke. Within seconds, you feel the ground slipping from under your feet. The last thing you think of, as the darkness comes in, is that if you ever wake up, you might find yourself thinking you were better off dead...

**Rather than discover what the killer has in store now that she has caught you, why don't you start a new adventure. Go to 1**

## 280

You realise what you have done, but a fraction too late. As you step beyond the transparent wall, blasters are levelled at you from all directions. The Security Officer lunges forward, his hand grabbing under your coat. Oh, man! You were carrying your lightsabre on your belt! They picked it up on the sensor scan; if you had hidden it in Arf, you would have been safe.

"I don't believe it!" the Officer laughs, looking forward to his pro-

motion. "A Jedi lightsabre! Where did you get it from?" Naturally, you start telling him a story about how you found it on Korphir, and how you've no idea what it is or how it works, but he isn't going to buy that story. "A Jedi! I thought you people were all dead! When I report this, Lord Vader will want to reward me personally!" The smile vanishes from his face. "I expect he'll want to see you as well."

**This is one of those situations you can't fight your way out of, Havet. Perhaps you should start again?**

## 281

"Are you sure?" you ask the Rebel Technician. He rolls his big, wild eyes; he's pretty shocked himself. "Sure, I'm sure! If we'd tried to take that thing off, we'd be all over Toprawa City." Great. "There's no way to take the thing off without it detonating?" He shakes his head. Perfect. "It's worse than that," he adds. "It's attached to a remote system; someone, somewhere has a transmitter detonator. They just press a button..." Absolutely wonderful!

"OK. Thanks," you say quickly. What next? You know who put that bracelet on you; so the key must be inside the IRS, right? And that's where Vermilion wants you to go anyway, right? So??

**Check 572 if you haven't already done so**

**If you have checked 525 and you want to visit that location, go to 230**

**If you have checked 553 or 554 and you want to go to the IRS, go to 163**

## 282

The black-haired woman steps past the body of the murdered man while you stand there, mouth open, still unable to comprehend what you have seen. She takes a long, hard look at you. "Think you'd make a good witness?" she asks. You give a weak, half nod, trying to think of something you can say. She doesn't wait to hear. As she raises her deadly weapon, the last words you here are: "So do I."

**Curious about what you have stumbled across? Perhaps you should start again!**

## **283**

You and Boba Fett must be having an off day. Your first couple of shots go wide, and he misses you too (don't complain; did you see what his rifle did to the wall?). You are watching him line up his next shot, when you both hear someone running. A woman has appeared, a lithe figure with short black hair and clear eyes, armed with a stun gun. "Diamond!" exclaims Fett.

**You'd better take advantage of the surprise to open fire, Havet?  
But on who? Tricky choice, Havet!**

**If you fire at Boba Fett, go to 287**

**If you fire at Diamond, go to 298**

## **284**

"Diamond?!" you gasp. The approaching figure is indeed the Imperial Security Commander. She ignores your levelled blaster, and moves over towards Boba Fett. What in all the galaxy...? He looks up at her, head rolling with the effort, just as surprised and curious as you. Then she shoots him, once, with a stun gun, and he goes down heavily. "That's another favour I've done you, Havet," she grins, wetting her lips with her tongue. "Don't you think it's time you paid me back?" She steps towards you.

**If you wait to see what she has planned, go to 270**

**If you fight her, read 594, and use the combat rules from the beginning of this book. Record this paragraph number so you can find you way back here**

**If you beat Diamond, go to 272**

**If she beats you, go to 292**

## **285**

You drive to the IRS with Facet. Parking outside, you watch a security guard rush from the Reception Building to drive it away. You know that somewhere nearby there is a pair of eyes watching your arrival. In a minute or two, Vermilion will be informed that you've arrived.

Facet takes you through the security gates, getting you badged up

with a Green Security pass. She then whisks you to a distant wing of the building, which houses some living quarters. All of the areas you pass through have a Green Security status. Facet opens a door opposite the elevator doors with an electronic code punched into the door lock.

You enter a pleasantly-furnished apartment, with soft toys strewn all over. "We're as safe here as we can be," she says. She crosses the room, opens up a small bar and asks: "Drink?"

**Add a Green Security Pass to your Equipment Box (unless you already have one). Check 553**

**If you accept a drink, go to 291**

**If you have checked 590 and you offer to make the drinks, go to 313**

**If you attack Facet, go to 331**

## 286

You've no idea who the dark-haired woman is, but as she reaches the corner, Boba Fett calls out a name - "Diamond!" Diamond. What a pretty name. "What do you want, Fett?" she answers, briskly. Fett strolls over towards her. "I'm looking for a brat, his name is Havet Storm. I thought if anyone would know where to find him, it would be the Head of Security here on Toprawa." Diamond picks imaginary lint from her sleeve. "I know him," replies Diamond. She does? "He's with the Rebels." You are? "They're hatching some kind of plan to attack the Imperial Research Station. If this Havet Storm survives, you can have him."

Boba Fett pauses to consider this. "Good," he says. "There's a bar along the street from here," Diamond adds. "Wait there. I'll send word." Fett agrees, and marches off down the street. When you turn back, the mysterious woman has disappeared.

There's no point hanging around here any longer! You make your way to Facet's front door.

**Check 584**

**Go to 230**

## **287**

You open fire on Boba Fett.

**Read 591, and use the Combat Rules from the beginning of the book. Record this paragraph number so you can find your way back here**

**If you hit Fett with your first shot, go to 271**

**If you miss, go to 293**

## **288**

The attack starts well enough. The security guards in the Reception Building are bowled over like ninepins in a hurricane. Stepping over fallen bodies, and crashing through the gates, you follow two other Rebels into a computer facility on the first floor. Two desperate Imperial Officers and a stormtrooper attempt to block your path.

**Read 601, and use the Combat Rules from the beginning of the book. Record this paragraph number so you can find your way back here**

**If your team wins the combat and you have checked 555, go to 316**

**If you win the combat but you have not checked 555, go to 333**

**If you get hit, go to 344**

## **289**

You figure you're about a nanosecond from death at Boba Fett's hands when the bounty hunter suddenly stiffens, his eyes glazing over. He topples to the ground, landing heavily. How...? The answer is made obvious at once. Diamond. She has a stun gun in her hand, which she must have used on Fett while he was getting ready to kill you. Why? Does she want the 'honour' of killing you herself? A black mist comes over you. Faced with the two most dangerous people on Toprawa you didn't really stand much of a chance, did you Havet?

**Read 592**

**Go to 268**

## **290**

After a short, savage battle, Boba Fett beats Diamond. She lies still, twisted awkwardly on her back in the road. He leans against a traffic sign, breathing hard. "Just you... and me... now, Havet," he gasps.

**Tough break, Havet. Give it another shot. Return to 1**

## **291**

You accept the drink Facet offers. At last – a Star Racer! It tastes fantastic – well worth waiting for. You could just sit here for hours sipping one of these. "Havet," says Facet, after a short while. "I'm worried about my father. I'm going through to the computer room in the labs to see if he is there. Will you wait here?" She leaves without waiting for your answer. You relax for a moment. Of course, you are supposed to be helping transmit the information the Rebels have captured up to Princess whatshernname. You'd better get back to work, Havet.

**Tick another box on your Time Track**

**If you search Facet's quarters, go to 315**

**If you follow the direction she took, go to 332**

## **292**

Your mother always said you should never fight with girls – and she was right! Diamond dodges every blow you try to land on her, then drives a blow into your arm which almost breaks the bone! Stunned, you drop your weapon, and surrender. "Very wise," she snarls, not even breathing hard. "You should play rough games in the street, Havet. I'm taking you the Imperial Research Station. Don't cause me any more trouble!"

As if you could!

**Read 598**

**Go to 274**

## **293**

Your first shot went wide, taking a lump out of a building. Out of the corner of your eye, you see Diamond level her stun gun – but not at you! She's aiming at Boba Fett!

**Read 596, and use the Combat Rules from the beginning of the book. Record this paragraph number so you can find your way back here**

**Who is the first to get hit?**

**If it is Diamond, go to 273**

**If it is Fett, go to 276**

**If it is you, go to 293**

## **294**

Driving quickly, you reach the vicinity of the Imperial Research Station in no time. You park the vehicle on a side street, and then go looking for Vermilion. As you suspected, once Rebel eyes have spotted you on the street, someone is sent to find you.

Vermilion has set up his HQ in an ice cream parlour. He isn't there when you arrive, but Carmine is. You get the idea that Carmine is some kind of deputy of Vermilion's. He fidgets with his scarf as you tell him what happened outside Facet's apartment. "Fancy an ice?" he asks, rummaging in a chill cabinet. "No," you reply. "You haven't got a Star Racer in there, have you?" He hasn't.

"So, you can't get inside the Station?" he asks after a while. "Not unless you have a clever idea," you answer. The meeting with Facet was the only plan you had. Why wasn't she at her apartment? "Well, we'll just have to take our chances." Carmine signals to an aide. "Give the word, we're going to attack at once."

You join a Rebel group planning to hit the main Reception Building. The last moments pass agonisingly slowly. At last, you hear a buzz through the headset of the helmet you have been given, and you set off, clutching a blaster rifle. The attack is on!

**Tick all the boxes on your Time Track, up to and including the box marked "Read" 595**

**Check 599**

**Add a blaster rifle to your Equipment Box and Check 600**

**Go to 288**

## **295**

The black-haired woman moves faster than Vipergrass. She fires her stun pistol at you, and the world explodes into bright flashes of green and white, while your legs take it upon themselves to fold up. You hit the ground harder than you have ever fallen before, though you don't feel a thing. The woman steps past you, and over to Boba Fett, who is still trying to gather his strength so he can get to his feet and continue the fight. She zaps him too. Fett goes to sleep like a switch has been thrown on him. She removes his weapons (it takes her quite a while), then rolls him into the gutter.

Now her attention is back on you. She checks you quickly for weapons, then looks at your ID. "Havet Storm." She can read, then. "Have I heard of you? Do you even know who I am? My name is Diamond. I'm Head of Security at the Imperial Research Station. Which is where you're going, right now." You're in no position to argue.

**Check 565**

**If you have already ticked a box on your Time Track, tick another now**

**Remove all blasters from your Equipment box**

**Go to 274**

## **296**

Unbelievable! You've beaten them both! Boba Fett and Diamond are both laid out on the ground, and you have barely a scratch on you. Maybe this Jedi thing is worth something after all! You truss the woman up with her belt. She'll make a fine prisoner for the Rebels. Boba Fett you ignore. He looks pretty beat up. He'll live, but he won't enjoy it.

After one last check to make sure no-one else is going to attack you (let 'em try!), you rush to Facet's apartment. The entryphone plays a recorded announcement back at you. There's no-one home. Curse it – Facet must be at the IRS already. You turn back from the door, and

grab Diamond's limp form, throwing it into your vehicle. Gunning the engine, you set off to find Vermilion.

**Go to 294**

## 297

Obeying the officer's instructions, you leave your weapons in a metal container. You place Arf in as well. You pass through the gate, where the Officer returns your ID, and gives you a separate, green metal badge. "You are cleared only for the Green Areas. Do not leave the Green Areas or an alarm will sound. If an alarm sounds, stand perfectly still, you will be intercepted within seconds. If you are found moving outside the Green Areas you will be shot. Understand?" You nod. Green is safe, anything else is the business end of a blaster rifle. Got it.

"Personnel is on the third floor." He gestures along the passage behind him, where you can see a row of elevators. You pin the metal ID to your coat, and set off for the third floor. Moments later, you are standing outside a door marked "Facet Anamor; Personnel Director". The third floor is filled with offices, and crowded with busy people. You were met at the elevator by a polite, uniformed woman, and brought here. She keys the door panel, and a green light appears beside her finger. "You may go in," she says.

The office is simply furnished, but Facet has brightened it with holo pictures and flowers. She rises from the workstation at which she was seated, and comes over to shake your hand. "I'm glad you've come," she says. "I have a feeling we're going to get on well together."

**If you have checked 551, go to 308**

**Otherwise, go to 339**

## 298

From what you've seen, Boba Fett is just an ugly bully with chip and a rocket launcher on his shoulder. Diamond is *real* trouble. Aiming carefully, you fire at her first.

**Read 602, and use the Combat Rules from the beginning of the book. Record this paragraph number so you can find your way back here**

If you hit Diamond with your shot, go to 273

If you miss, go to 293

## 299

"No hard feelings," you say shortly afterwards, after you have descended through the trapdoor, "but I'm better off on my own." Vermilion looks disappointed, but he doesn't argue. "OK, kid. Play it your way. If you ever need to find me, try looking for a guy called Carmine in Toprawa City, or hang around Al's place. It attracts some interesting people." Yeah, right.

Vermilion turns away, and scrambles over a rubble heap, disappearing almost at once. You head the other way, and come out in the basement of a derelict building. It faces out onto the street, not far from Al's cantina. Diamond is nowhere to be seen.

Go to 99

## 301

You look the security guard in the eye, dropping your voice to a dead calm. "There's no need, Officer," you smile. His eyes seem to lose their focus. "You don't need to detain me at all."

"On second thoughts," he replies, "there's no need to detain you at all." So far, so good. You concentrate a little deeper. "In fact, you'd far sooner I just moved along and left the terminal."

"In fact, it's probably best if you moved on." The guard gestures for you to go forward through the gate. The tension of the situation has left you shaking like a Wind-drone... wondering if you got the sense of danger out of all proportion. Wasn't the point of coming here to make a new start, to avoid having to face up to the Jedi curse? Great start, Havet!

Go to 46

## 302

You reach deep inside yourself, drawing on your Jedi powers. Something in the back of your mind reminds you that this is just a lowly security guard, going about his routine. He doesn't warrant this

level of overkill!

It's too late now. You can feel the strength of the Force welling up inside you...

**Go to 301**

## **303-306**

You reach deep inside yourself, drawing on the full might of your Jedi powers. You realise in your heart that you are over-reacting, that this is just a lowly Imperial drone going about his business, but your anxiety has got the better of you. The Force sweeps through you like a tidal wave. This is the curse you were born with; the power that you have always dreaded. After the last time, you swore you wouldn't use it again! Now here you are, three minutes after landing on Toprawa, and you've yielded to the temptation once more.

**Check 501**

**Go to 301**

## **307**

This isn't a good place to be, Havet! Putting on a burst of speed your old school athletics coach would have been proud of, you hurtle back along the alley, back the way you sauntered in. You don't dare look, but you can hear the killer behind you. What have you got mixed up in? Find out later! As you exit the alley, you realise the street is too empty, too open, to find any hiding place. You'd do better to trust to your speed, and take off. What you need is somewhere you can shake her off your tail!

**Go to 142**

## **308**

Facet chatters as she pours you a cold, sweet drink. She has been to the theatre in Toprawa City ("Terrible! What a dump!!"), and she has mixed with what passes for the social elite on the planet ("All they wanted to do was complain about their precious economy!"). Worst of all, she has had the most terrible time getting decent staff to work at the Centre ("I sometimes wonder if there's a single engineer or

programmer left in the Empire!”). It’s a hard life.

Without pausing, she asks: “What am I going to do about this awful man who wants to kill me?”

It takes you a moment to gather your wits. As far as you remember, no-one has threatened to kill anyone. Facet becomes tetchy when you mention this. “You don’t understand, Havet. Vermilion has been stirring up trouble for my poor father ever since we arrived. He blames us for all the problems they have here! Is it our fault the trade routes have been cut? Is it our fault that there are no jobs? No! It’s all the fault of Vermilion’s rebels – terrorists and cut-throats, the lot of them!”

She sits back behind her desk, pouting. “You see, Havet? If Vermilion is following me, it must be because he wants to use me to get back at my father! You’ll help, won’t you?” Oh, oh – she isn’t going to cry, is she? “Um – sure. What do you want me to do?”

“Well, Vermilion leads a group of rebels in Toprawa City. Couldn’t you make contact with them? Get on the inside? Then, if they don’t leave me alone, we could call the police, or something.” Facet opens a box while she is talking, and pulls out a metal bracelet, on which there are a number of small studs. She slips it over your wrist, and you hear a slight click as the lock snaps shut. “It’s a transmitter!” she whispers. “If you find the rebels, press the white stone, and help will be on its way.” You look at the bracelet – it’s quite attractive, as jewellery goes – and you wonder if it wouldn’t look better on the other hand. When you pull at it, however, it refuses to come off. “There’s a key,” Facet says. She searches in the box. “I must have left it at home. I’ll give it to you the next time we meet. Please don’t break the bracelet – it’s really very valuable!”

Wow! You must have made quite a hit with Facet. Perhaps you could push your luck and try for a reward for being so helpful!

**Add the bracelet to your equipment and check 556**

**If you want to ask for some work, go to 339**

**If you want to ask for a date and you haven’t already checked 525, go to 33**

**If you want to leave, go to 47**

Despite the risks, you find yourself pouring out your hatred of the Empire. Strange, really, because you hadn't realised that's the way you felt. You've always hated what is hidden inside you, your Jedi past, but you've never realised how much you feel the Empire is to blame for the hatred that your heritage attracts. After all, it was the Empire who actually killed your father and grand-father, right? Even if this Jedi thing is so bad, can that really justify their they murders?

Carmine lets you finish. He looks genuinely sympathetic. "We can help you, Havet. A few of us have been – well – planning something. A gesture, a piece of resistance. Have you heard of the Rebel Alliance?" You confess that you haven't. "Well, we don't have time for the full sales pitch now," says Carmine. "Let's just say there are others who hate the Empire just as much as you do. There's going to be a war, Havet. Who knows, maybe it's will start right here on Toprava."

"What's that to do with me?" you ask. "We need people to join us, to fight with us," replies Carmine. "What do you say, Havet?"

How ironic. You spend all day tramping the streets of Toprava City, looking for work, and this man is trying to sign you up for an unpaid crusade against the Empire. Maybe it makes sense – if it meant a place to hide, a bed, food. But how could you live amongst these "rebels" and keep your terrible secret safe? Sooner or later, they'd find out you were a Jedi. What then?

No, it isn't worth the risk. "I'm sorry you feel that way, Havet," Carmine replies when you turn down his offer. "If you ever change your mind, call this number." He hands you a business card with a commslink number on it. "You advertise?" you ask. What kind of rebellion has printed stationary? "Just because you have the number, doesn't mean you know where I am. This place will be just another empty building in the morning."

"One more thing," he adds. You are given a new ID Card. "Same name, same visual. It's just coded differently, so that when they swipe it through the reader, they find a record that's cleaner than your best clothes after washing day."

He shows you to the door. "Think about what I said!" he grins, and steps aside to let you out.

### **Check 517 and 530**

**If you go back to the Commercial District, go to 227**

**If you catch the Shuttle back towards the port area, go to 199**

## 310

The metallic whining voice of the entry-phone crackles from the speaker. "No-one can come to the door right now. Please call again at another time. These premises are guarded by the Imperial Security Services." So much for the date... Still, maybe she didn't mean tonight. The invitation was pretty vague. She might still be at work – perhaps you could hang around...

No, there's no point. You can always come back another night.

**If you wander into Toprawa City, go to 169**

**If you go back in the direction of the spaceport, go to 99**

## 311

You wait, trying to make yourself as small as possible in the hope that Diamond doesn't see you. Some hope. She makes a big show of walking past, then whips round to hold a stun gun against your head. "Havet!" she whispers, "What a lovely surprise!" She frisks you quickly and efficiently, then hauls you from your hiding place with surprising strength.

Once you're out in the open, Boba Fett sees you at once, and leaves his landspeeder. Diamond positions herself so that he can see clearly that you're her prisoner. He halts, still several paces away, blaster rifle propped on his shoulder. "I have business with this boy, Commander," he announces coldly. "So do I," replies Diamond, evenly. "And Imperial business takes precedence over any personal quarrels you may have."

Boba Fett considers this for a while, then shrugs. "He'll keep. If he doesn't suffer any fatal accidents while in your custody, perhaps you'll let me know?" He turns away. Diamond watches him carefully as he lopes back to his landspeeder. He throws the car into a tight U-Turn, and roars away towards the spaceport.

"You have a dangerous knack of making very powerful enemies, Havet." You can't deny it. "Is that what you are, Commander?" She comes as close to an amused laugh as you have seen. "Me? I'm not your enemy, Havet. I'll prove it. What were you hoping to do here – meet Facet Anamor? OK, I'll take you to her; she's at the Imperial Research Station."

Of course you can't trust Diamond, that much is obvious. At the

same time, unless she's telling you a pointless lie, what can you gain from resisting her? So, you say "thank you" as politely as you can (with a blaster rammed against your spine), and follow her to your wheels.

**Go to 274**

## 312

You watch the battle, fighting the pain from your own wound, drifting so close to unconsciousness that the fight seems unreal and distant. Two deadly killers circle and stalk each other; you're reminded of the courting rituals of Athetian spiders. Finally, however, Diamond gets an angle on Boba Fett, and pops him with the stun gun. It isn't a clean hit, but he staggers under the jolting impact, and she aims carefully to hit him again. Fett puts a few more dents in his antique armour as he crashes to the ground.

Diamond's brow is slick with sweat, and she breathes deeply. Your eyes remain fixed to the weapon in her hand. She can't finish you off with that, so what will it be? A knife? A blow to the neck? You feel your grip on consciousness loosen as your brain decides it would rather not be around for the finale of this fight. The last thing you remember as you slip away are Diamond's clear, determined eyes. They seem to be mocking you...

**Read 592**

**Go to 274**

## 313

"Let me," you offer, sounding a bit abrupt. Facet looks surprised, but steps back from the bar anyway. You tell her to take a seat, and she obeys. Oh, man! She's got a Star Racer in the cooler! You lick your lips, and crack the seal on the tube. Good manners prevent you from taking a pull straight away, but you can almost taste its sharp, warm tang. At last! It takes real willpower to mix Facet's drink first; three parts citrus juice, one part local bitters, ice and just a small vial of sleeping draught to taste. You hand her a long glass, and she drinks deeply.

As for you, well, you've finally got your hands on a tube of Star Racer. Nothing is going to stop –

There is a thump behind you, and you jump out of your skin. The tube falls to the floor, and breaks on the tiles under the bar. NO!!! You look round, ready to scream at Facet, but she has fallen from the couch and lies in a heap on the floor. You rush over to check her pulse. She's alive, but her running lights have been switched off – she doesn't stir when you call and only groans slightly as you lift her onto the couch. That sleeping potion must have been strong stuff!

You don't have long. Find that data the Alliance wants, and get to the Communications Centre.

### **Check 603**

**If you search Facet's quarters, go to 315**

**If you search Facet, go to 334**

**If you leave her quarters, go to 345**

## **314**

In a three-way battle between a Bounty Hunter who's a trained killer; a high-powered Imperial Officer who's a trained killer; and you, guess who came third. You go down, wounded, but not fatally, not yet. You hear firing continue. Sooner or later, Diamond or Boba Fett or both is going to come over to finish you off. It hardly seems worth living for.

**You've had it for this adventure. Go back to 1, or create a brand new character**

## **315**

You search Facet's quarters. The sitting room is comfortable, well-equipped and well-furnished, but there's nothing unusual. The kitchen is much the same. The bathroom is equally unrevealing (except you find a bottle of the perfume Facet wears – mmmm, it smells good). Finally, there's the bedroom. A computer terminal, more soft toys, more clothes than anyone in their right mind would ever want, a vast collection of fashion data cards, and – Now that's interesting. Facet wears contact lenses; there's an empty case on the bedside table. Why would someone with her money wear contacts in this day and age, when she could have corrective treatment? And what's this? Loose blonde hairs on a small, round wooden block. Um – is Facet going bald?

**Tick another box on your Time Track**

**If you check out the terminal, go to 336**

**Otherwise, you're done in here. If you have checked 603, go to 335**

**If you haven't checked 603, go to 347**

## **316**

After a brisk fight, the Rebels take control of the computer room. As you draw breath, an idea pops into your head. You leap into a seat in front of a console. "Come on, Havet!" yells one of the other rebels, "we don't have time to play computer games now!"

"Leave me!" you shout. "I've had an idea!" A Rebel Officer arrives, bleeding from a head wound. "Havet! – the Imperials are regrouping! Diamond got loose, and she's back directing their defence. We need every man!" You don't even look up. "If this works, I can do more damage my way. Check with Vermilion – he'd understand!" Cursing your name, the Rebel Officer departs.

The original plan was that you should get yourself on the inside. OK, so things didn't work out perfectly, but you have thought of a way round it. These computers control the security badges all the Imperials wear. What if you were to activate one? Wouldn't that mean you could wander anywhere you wanted in the building? Maybe find Facet Anamor, or her father?

Using the password patch Ta'al Pierc had placed on the Imperial computer, you break into the security badge program. You slip your badge into the slot beside the console, and it pops out moments later, officially activated. OK. Now all you need is a uniform from one of the dead guys, and you're in business!

### **Check 604**

**If you haven't already checked 553, 554 or 574, add a Green Security Badge to your Equipment and check 553 (you can take a badge from one of the dead Imperial Officers)**

**If you try accessing more Imperial files from this terminal, go to 341**

**If you look for Facet's quarters, go to 353**

## 317

You hand over your completed application forms. The girl takes one look at them, and drops them into a shredder at the side of her desk. "Those are out of date," she says, pulling a folder from a drawer. "You need these," she says, with a mocking smile. OK. You get the idea. There's no way you're going to spend another day in the torture-chamber furniture they provide for no-hoppers like you, filling in forms no-one is ever going to look at. You pop the new folder into the shredder. "Thanks for your help," you smile, and leave.

Moments later, you're back out on the street. So, nothing doing there. What next?

### Remove check 550

If you catch the Shuttle into Toprawa City, go to 169

If you want to keep looking around locally, go to 99

## 318

Keeping you covered, Diamond reaches into her tunic, and pulls out a decorative bracelet, set with semi-precious stones. She tosses it over. "Put it on." You hesitate, and she gestures with her blaster. Fair enough; you close it on your wrist. "That's an explosive cuff. It has a remote detonator, which I possess. If you cause me any problems, if you tell anyone what you have seen here, I'll turn you into a supernova. Understand?"

You tug at the cuff, but it isn't going to come off your wrist. It doesn't take a wise man to guess that, if you try to cut it off, it explodes anyway. "If you want to be rid of it, you have to do me a small favour. There is an irksome group of rebels on Toprawa. Their leader is Vermilion, a vain man, who wears a blood-red turban. You should be able to find him easily enough. Vermilion is planning an attack on the Imperial Research Station. This fool —" she indicates Ta'al Pierc's broken body — "gave him some information."

"Find Vermilion. He likes to drink in Al's cantina, or you might meet up with his friends in Toprawa City. When you find him, press the white stone on the underside off the cuff, and I'll be with you in minutes. Just track Vermilion down, and you'll be free? Understand?"

You understand perfectly. "Good," remarks Diamond. "Don't let me

down. Now get out of here, or I'll finish you as easily as I finished this poor fool."

### Check 552

If you leave the alley and go to Toprawa City, go to 169

If you head for Al's cantina, go to 216

If you think things would look better after a good night's sleep, go to 50

## 319

You chase after your rescuer. "Scarlett!" you yell, "wait up!" he looks back with an angry fire in his eyes. "Tell everyone who I am, why don't you!" he hisses. Ooops. "You know who that was trying to kill you?" You tell him that you got the idea. "You may not have any friends, kid, but you've made some top-drawer enemies!" You have run far enough, and Scarlett slows down, pulling you into a small convenience store selling third-rate produce.

"Why was she trying to kill you?" he says, filling a bag with fruit. You give him an account of what you saw in the alley. Scarlett looks deeply unhappy. "Pierce, eh?" He shakes his head. "We can't afford to lose people like that. Not when all we have to replace them is the likes of you."

You realise that this is some kind of invitation. Scarlett wants you to become part of the Rebel Alliance. "What do I do?" you ask. He ponders for a moment, then uses a marker to write an address on a small, soft-skinned fruit. '182 Riverside' it reads. "Memorise that address," he says, "then eat it. You look like you need the calories."

He heads for the front door, checking to make sure Diamond is nowhere in sight. "This is where we split up. Go to Riverside. Otherwise, you're on your own." He skips out of the door. You take another look at the address, and then eat the fruit.

If you set off for Riverside, go to 182

If you think a night's sleep would be better for you, go to 50

## 320

You tap the entry code for the door into the keypad. It slides open, and you step through, into the Blue Zone.

**If you have checked 554 or 574 and 604, go to 342**

**If haven't done this, go to 355**

## 321-323

You try your Jedi Mind-Influence on the Captain. He doesn't have a lot of resolve, and you can feel him bending to your will. "Look," you say, trying to sound wonderfully reasonable, "you don't want to waste time over this..." The Captain repeats your words to the other security troopers at the check-point. "We can't waste time chasing this, Sergeant" he drones, flatly. "I don't want to have to arrest every kid who comes through here with a minor flag on his ID. Let's get him back on the shuttle and get this traffic moving, OK?"

The other guards look surprised, but you don't get very far in the Imperial service questioning Captains. The Sergeant, however, isn't convinced. "But, sir –" he argues, looking into the officer's curiously dull eyes. "We can't just ignore it!" He grabs your shoulder, and your concentration wavers. In that moment, the Captain throws off the effects of your influence.

He's groggy, and the other guards are unsure what they're supposed to be doing. Are you their prisoner, or what? Your last chance to escape might be right here and right now!

**If you choose to fight, read 523, then use the combat rules from the start of the book. Record this paragraph number so you can find your way back here.**

**If you win the combat, go to 81**

**If you lose, go to 92**

**If you surrender after the combat has begun, go to 84**

**If you don't want to fight, but you have checked 513, go to 48**

**If you don't want to fight and you have not checked 513, go to 60**

## 324-326

You use your Jedi Mind-Influence on the Captain. He doesn't have a lot of resolve, and you feel him bending completely to your will. "Look," you say, trying to sound wonderfully reasonable, "you don't want to waste time over this..." The Captain repeats your words. "We don't have time for this, Sergeant" he drones. "We can't arrest every kid who comes through here with a minor flag on his ID. Let's get him back on the shuttle and get this traffic moving, OK?"

The other guards look surprised, but you don't get very far in the Imperial service questioning Captains. The Sergeant opens his mouth as if he is going to argue, but you have the Captain shutting off his protest almost before it can be uttered. "Sergeant, you have my orders!" The Sergeant salutes, and leads you back to the shuttle. Part-way there, when you're pretty much out of sight, he grips your arm tightly. "I don't know how you got to be so lucky," he hisses. "If it were me, I'd have run you down to the detention centre and shaken you until the truth fell out."

"Well, *Sergeant*," you reply, "the *Captain* sees things differently." He stiffens, but you can see he knows that – for now – he has to let you go. "Keep making enemies like this, kid. That way, one day, one of us will get to teach you a lesson." The Empire seems to have an endless supply of jerks, so he might be right. You climb back on the shuttle and it eases away from the check-point. Your fellow passengers look straight-ahead, their faces a mixture of frustration and relief. But you look right into the eye of the Sergeant, and wave him goodbye.

**Go to 86**

## 327

"I've just arrived from Korphir," you tell her. "It was time to move on – family troubles, you know!" Facet nods – but you're glad she doesn't know what your family problem is! "So, I'm looking for work here." She laughs. "Well, you're lucky you met me! No-one else is looking for people at the moment, but the IRS are still short-staffed." You chat about what the Imperial Research Station does, and Facet tells you it's "government stuff" and mentions a "big project".

"Come over," she says. "Show us what you can do... who knows, maybe we could end up working together!" Next moment, having

glanced at her chrono, she leaps to her feet, dropping some credits on the table. "I'm late – I have to go," she says. "Let me pay for this meal – I bet you're finding Toprawa pretty expensive!" That's for sure... "Come to the IRS sometime, and ask for me." She hands you a card with her name and the IRS address and comms number on it. By the time you've glanced at the card, she's heading for the door, giving you a friendly wave.

Alright! This could be the best news you've had since you arrived on Toprawa. So, maybe you should wait round here for a while, find somewhere where you can make yourself a little more presentable, then head over to the IRS.

While you mull it over, someone takes Facet's chair. He grins, in a very unfriendly fashion, his eyes dark and piercing under the dark red swirl of his turban. He abruptly takes the card from your hand and reads it, then reaches down with his other hand to grip your wrist. You realise this guy has been watching Facet since you first arrived. "I think we should talk," he says.

#### **Check 541**

If you try to break free, add your Strength Rating (from your Character Sheet) to the number 110. That is the number of the next paragraph you should read (so, if your Strength is 2, go to paragraph 112). Go to that paragraph now.

If you allow him to take you wherever he wants, go to 11

## **328**

The surveillance cameras map your features from front and side, building up a detailed image on one of the monitors behind the gate. You watch as the operator keys the commands to search against the planetary data-base. A few agonising moments pass by, then the operator turns to the Officer and tells him there is no match. The Officer gives you the once over one more time. "OK. Get out of here. And find your ID before you do anything else!"

You assure him that's just what you'll do. He signals to one of the patrolling guards to escort you from the building.

Back outside on the street, you notice a man wearing a red belt watching from the other side of the road. As you walk away from the IRS, he follows, until you are about 200 metres away. He crosses the street, and drops in just behind you. 'If you've got problems with our

friends in the Empire," he says, his voice no louder than a murmur, "I may be able to help you."

**If you listen to what he has to say, go to 32**

**If you ignore him and go back towards the spaceport area, go to 99**

## 329

What a question! What do you think of the Empire!! How are you supposed to give a virtual stranger an answer to that? It's a 50/50 chance that if you say the Emperor is a boon to all mankind, Carmine will turn out to be some of crazy revolutionary; or if you go on about injustice and oppression, he'll turn out to be the Emperor's kid brother or something.

When in doubt, stall.

Carmine listens as you gabble on about how you've never really thought about it, about how you're just a kid, about how you just want to live your life right and keep out of trouble with everyone. He grins widely. "The same answer I'd have given, Havet, if I were you."

"How come?" you ask. Carmine doesn't answer your question directly. Instead, he straightens his clothes with the flat of his hand, and stands up. "Sooner or later, son, you'll have to come down off the fence. When you do, you're going to need a few friends. I'm just proving what a friendly bunch we can be, in case you decide to jump our way." And which way is that, you wonder. "You'll know, when the time comes," he laughs, as if he has read your mind.

He hands you a business card with a comlink number on it, but no address. "I move about quite a bit," he comments, "but you can always find me through that number." He shows you to the door. "Think about what I've said!" he grins, and steps aside to let you outside. You try to think of something to say in return, but Carmine is already closing the door.

**Check 530**

**If you go back to the Commercial District, go to 227**

**If you catch the Shuttle back towards the port area, go to 199**

Commander Diamond's office is in a room on the third floor. An outer office is occupied by two armed stormtroopers and several security guards. You are taken through under close escort. The office is lit only by the light which spills in from the doorway. You are taken to a rugged-looking chair in front of a dark, plain desk. The guards filter back out, and the door is closed, leaving you alone in the pitch darkness. You notice, by the way that the closing of the door shut off all sound from the outer office, that this room is completely sound-proof.

OK. So what next? It's been several years since you were afraid of the dark, and the brief moments before the door closed allowed you to familiarise yourself with your surroundings. What's to stop you getting up, and looking around for a weapon or a tool, something you can use to escape? What's to stop you?

"Stay in your seat." The voice, which seems to have come from out of nothing, makes your heart leap. The surprise alone nearly jolted you out of the chair!

A light comes on, directed into your eyes, like in some ancient vid-film. This is all a joke, right? Then the voice comes again, as brittle as jagged glass, and you realise no-one is laughing.

"Havet Storm. Do you know, I think I know less about you than about anyone else on Toprava? You're an enigma, a mystery. And yet you have managed to cause more trouble in a few standard hours than all the rebels on the planet." The background lighting comes up. Like a phantom, Diamond materialises in front of you, clad in a tight black outfit, crossed once by a broad, violet sash. Her close-cropped hair gleams, as if wet. Her colourless irises fix on you, and her broad slash of a mouth grins.

"What am I going to do with you, you naughty little child?" You swallow, hard. This would be a bad time to make a bad joke, wouldn't it? "You could adopt me." Diamond laughs loudly. "Do you know," she replies, "I think I might!"

She steeplest her fingers in front of her face, elbows resting on the desk. "It is quite within my power and jurisdiction to have you killed," she announces, in the same tone of voice normal people use to tell you the time of day. "Do you love the Emperor, Havet? Are you loyal to the Empire? Of course not. Here on Toprava, there are many disloyal citizens. On some other worlds, there are others. Some of these malcontents have banded together to form a 'Rebel

Alliance.' They think a fine-sounding declaration and some acts of terrorism will somehow topple the Emperor's rule. They are wrong. They need to be shown that they are wrong.

"Our scientists have been working on the means by which we shall persuade these 'rebels' of the error of their ways. A great scientist, by the name of Bevel Lemelisk, is constructing a death star – a kind of super-weapon. Here on Toprawa, in this very station, we have been working to perfect the control and power suppression systems for the death star's principle weapon, a super laser, capable of destroying whole worlds. Druth Anamor, the chief scientist at this station, completed our work in the last few days. An Imperial ship is en route here to pick up the data, and take it to the Imperial shipyards so that it can be built into the death star."

You squirm a little in your seat. Doesn't all this sound a little, y'know, classified?

"Why am I telling you this?" Diamond asks, as if she has read your mind. "Simple. I know that the Rebel Alliance knows all this already. A traitor, named Ta'al Pierc, warned them about the death star, and the renegade bandit Vermilion has discovered that a ship containing the death star plans will be here in a very short time. I suspect that the rebels will try to intercept the ship. The Imperial Fleet of Lord Vader, sadly, cannot arrive here in time to prevent it.

"I also know the Toprawan rebels will attack the Imperial Research Station. What I don't know is where, or how. I should very much like to know that, Havet. Which is where you come in.

"I want you to penetrate the Rebel Alliance, and to discover everything you can. I want you to help me lay a trap. If we can wipe out these traitors, then we can stop them getting hold of Druth Anamor's work, and perhaps find out what the rebels intend to do if they get hold of the death star plans. We can deal such a defeat to these rebels that we may not even need a death star to crush all of them like bugs!"

Diamond laughs, with that same fragile, barbed quality with which she speaks. You suspect she isn't dealing from a full deck, but you refrain from mentioning it to her. "Find Vermilion, or some other rebel leader. It shouldn't be too hard. You attract trouble, Havet. I expect they'll fall over themselves to find you.

"Which leaves one question in your mind." Actually, you can think of several, but never mind. "Why should you help me?" She rises from her seat, and walks slowly around the corner of her desk. "The answer you should give is 'because I'm a loyal subject of the

Empire.' However, since we know that you're not, let me give you another reason." Like a flash, her hand disappears inside the sash, then reappears, clutching what appears to be an electronic bracelet. She clamps it round your wrist before you can so much as twitch.

"It's an explosive cuff, Havet. If you don't help me, the first thing I shall do as soon as the alarm announces the rebel attack is to detonate it." You tug at the cuff, but it isn't going to come off your wrist. It doesn't take a wise man to guess that, if you try to cut it off, it explodes anyway. "It has a built in transmitter. If you need me, access the white key on the underside. I'll never be far away. In fact, that's another good reason why you should do what I say, Havet. Because you'll never know where I am, how close I am, until —"

Silence. You sit rigid, waiting for her to speak again, but nothing comes. You turn in your seat and — nothing! She has vanished into thin air.

Guards enter the office and escort you out. You stumble along between them, your mind a blur. It'd be easy to think you imagined that whole conversation, but you haven't. On your wrist, you can feel the warm reminder that it was all very real. Downstairs once more, they remove the green badge, and propel you towards the door.

### **Check 552**

**Go to 45**

## **331**

This isn't something you're going to feel proud about later, but you feel there isn't time for anything else. Jumping on Facet, you strike her once, and she lapses into unconsciousness. It was much easier than you thought. Honestly, Havet, wasn't there a better way to deal with a young woman than that?

You remove her blue security badge. You then look around for something to tie her up with, but there isn't anything. Perhaps she has a belt in her wardrobe?

**Unless you already have one, add a Blue Security Badge to your Equipment Box and check 554**

**If you want to search Facet's quarters, go to 315**

**If you want to leave her quarters, go to 345**

## 332

You open the door of Facet's quarters as quietly as you can. Looking down the hall, you can see she has reached a set of doors. Beyond the doors, you can see that the passage leads to more residential areas, and that this is a Blue Zone, which means you need a blue security badge to pass through. She taps the number 320 into the electronic lock. The door opens, and she walks through.

**If you approach the door into the Blue Zone, go to 320.  
Otherwise, check 605**

**If you go back and search Facet's quarters, go to 315**

**If you take the elevator to the lower floor of the accommodation area, go to 345**

## 333

You beat that group of Imperial soldiers, but there are plenty more where they came from. The Rebel attack is hopelessly outgunned. A small group fight their way through to the Communications Centre, but are ambushed there. Eventually, you too are cut down.

**So close, Havet, but not quite. What could you have done differently?**

## 334

You search Facet, but all she has on her of any use is her Blue Security badge.

**Unless you already have one, add a Blue Security Badge to your Equipment Box and check 554**

**If you want to search Facet's quarters, go to 315**

**If you want to leave her quarters, go to 345**

## 335

Having finished searching Facet's bedroom, you go back out into the sitting room. For a second, you hesitate, unable to believe your own eyes. But it's true. Facet has gone.

How is that possible? She was sleeping like a baby! Where has she gone, and why hasn't she raised the alarm? Just what is going on here?

**If you give Facet's quarters an even more detailed search, go to 358**

**If you leave, go to 345**

## 336

You switch on the power, and the terminal in Facet's room comes alive.

**If you have checked 555, you may wish to read that paragraph again now**

**Otherwise, go to 348**

## 337

Diamond walks over, slowly, keeping you covered with her blaster. She seizes your wrist, and pulls up your sleeve to reveal the bracelet she gave you. "I see you're still wearing my present," she purrs. "How sweet." As if you had any choice! "I had hoped you might have found Vermilion by now," she says, stepping back. "It's very important. I'm told he likes to drink in Al's cantina, or you might meet up with his friends in Toprawa City. You haven't forgotten our arrangement, have you?"

Of course not. "Good. Don't let me down. I'd hate to have to deal with you like I dealt with this poor fool. I'll be waiting for your call."

**If you leave the alley and go to Toprawa City, go to 169**

**If you head for Al's cantina, go to 216**

**If you think things would look better after a good night's sleep, go to 50**

## 338

Almost without thinking, you tell Facet a lie, as if something was warning you not to get too close. By the time you have finished spin-

ning out your tale about your cousin/uncle/friend owning a light freighter on which you are the navigator/co-pilot/engineer, you have contradicted yourself so many times that Facet can see that it is a complete falsehood. She checks her chrono.

"That's really interesting," she says, flatly. "Look, I'm sorry, I have to get back to work." She gets to her feet, leaves some money for her meal, and heads for the door. Perfect.

**If you follow her to the door and apologise, go to 349**

**If you wait and let her go, go to 360**

## 339

"Do you have any idea about what kind of work you want to do, Havet?" Facet asks, operating her keyboard. "Um – something with computers?" you offer. "Programming? Trouble-shooting? Data entry?" Facet laughs, then asks what programming languages you are familiar with, what kind of work you've done in the past. You tell her, adding a few embellishments. She's quite impressed, taps a few keys, then swings the monitor round in your direction. There are several lines of complex computer code in front of you, and more scrolled off the bottom of the screen. "Take a look at that, Havet," says Facet. "What's wrong with that code?"

**To see how well you do with this test, look at Havet's Technical Skills score on your Character Sheet. Add that number to 240, and that is the number of the next paragraph you should read (so, if your Technical Skills score is 4, you would go to paragraph 244). Go to that paragraph now.**

## 340

You feel in your pockets, looking to see if you can afford a snack in the cafe. All this walking around has given you an appetite! It takes you about half-a-second to decide – you're not going to go hungry just because things haven't worked out yet. Sooner or later you'll earn some credits, and things will be OK.

You trot over to the cafe, and take a seat. A grey-skinned guy with a shaggy pelt of black hair takes a hard look at you. He's cleaning the tables down and stacking chairs – looks like he's getting ready to close. Ha! – he's probably realised you're not going to be a big tip-

per, either!

**If you have checked 525 or 541, go to 352**

**If you haven't checked 525 or 541, but you have checked 515, go to 12**

**If you haven't checked either, go to 43**

## 341

You try to access other Imperial programs from this terminal, but to no avail. Different terminals have different physical connections; this one just can't access the main research programs, or any other useful information. You switch off. You have to penetrate deeper into the Station, to find a way to reach Facet's father or the main research labs. Time is pressing!

**Tick another box on your Time Track**

**Go to 353**

## 342

You're in the Blue Zone, in the upper part of the accomodation area. So far so good. You check out the area, and realise that Druth Anamor – Facet's father, and the Head of Research at the Station – has a large apartment just along the hall, while Diamond's living quarters are just inside the door from the Green Zone. At the end of the building, a private elevator descends down towards a walkway, which connects to both the Communications Centre and the main labs.

**If you enter Druth Anamor's apartment, go to 367**

**If you enter Diamond's apartment, go to 356**

**If you want to check out the elevator, go to 378**

## 343

Unbelievable! You have your lightsabre back! It must have been brought to Diamond after you lost it before. And now you have it back. You feel more complete that you have felt for some time. No

matter how you feel about being a Jedi, you realise that to be parted from this one link to your grandfather is more than you can stand.

Of course, it's obvious Diamond must have some plan in mind if she has just left this here for you to find. Your senses are jangling with instinctive fear, but you know you can't back down now. You have to go on.

Your hand reaches out, and opens the door from Diamond's quarters. The passage, marked in the deep blue of the middle security band, stretches off into the distance.

**Put your lightsabre back in your Equipment box and check 508**

**Go to 342**

## 344

The battle in the computer room is short and brutal. The crack of blaster rifles fills your ears, and you catch the stench of plasma. The room is wrecked in short order. Sadly, so are you. A lucky shot, and you're cut down. You'll never know if the Rebels achieve their objectives.

**Well, maybe you will. Are you ready to give it another try?**

## 345

You decide to leave Facet's quarters. The place could be swarming with Stormtroopers any minute. You open the door carefully at the thought. The passage leads to a door, and beyond that to part of the Blue Security Zone. You're more likely to find what you're looking for there. Or maybe there's another route you could try?

**If you approach the door, go to 365**

**If you take the elevator down to the lower floor, go to 354**

## 346

"Who *are* you?" you demand as you chase after your rescuer. He leads you on a fine chase through the streets, finally halting outside a boarded-up library. He activates his comlink. You listen as he makes the call; this doesn't seem to phase him one bit.

"Scarlett here," he says as the connection is made. "Pierc is dead. Diamond got to him. She was chasing a boy – I think he's a witness." He pauses, listening to whoever is at the other end. "If you think he can be trusted," he continues. "This could be one of Diamond's traps." Another pause. "OK. I'll send him to you." He replaces the unit.

"You know who that was trying to kill you? OK. If the Empire wants you dead, then you need our help. Go to 182 Riverside. If you pass muster, we'll look after you. If not..."

Scarlett refuses to answer questions. "I don't know the first thing about you, kid. For all I know you could be Darth Vader without the hat. Just do as you're told, and we'll see what happens."

#### **Check 557**

**If you set off for 182 Riverside, go to 182**

**If you ignore Scarlett's dramatic warnings and look out for yourself, go to 99**

### **347**

Other than the stuff you've already checked out, your search hasn't turned up much. Surely there must be something in Facet's quarters you can use?

**If you want to intensify the search, go to 358**

**If you've finished looking, go to 345**

### **348**

Would Facet have access to any more files from her terminal, you wonder?

**If you want to access the Personnel files, go to 381**

**If you want to access the IRS floorplan, go to 370**

**If you want to try accessing other Imperial files, go to 359**

**If you are finished at the terminal, and you have checked 603, go to 335**

**Otherwise, go to 347**

Before Facet opens the door, you catch up with her. "I'm sorry," you say, "I got myself into a mess back there." Her eyes flash, showing her disappointment and anger. "I'm don't like being lied to, Havet," she insists, and opens the door. You follow, trying to find a way to apologise properly. Facet crosses the street, heading for the escalator at the Monorail station. She looks back over her shoulder as she hears the approach of a train, and stops abruptly. "I have to get back to work. I don't have time for liars, and I don't want to hear any lame excuses, OK?" That seems to be that. She walks away, leaving you alone on the pavement.

You look back at the cafe – it suddenly occurs to you that you didn't actually pay for your meal – and notice someone watching you closely, partially hidden by one of the tall columns which supports the Monorail. As you catch his eye, the man turns away, and jogs along the street. You catch sight of his red turban. His attention is on Facet now (she has reached the escalator), but he makes a few quick glances in your direction, as if he was concerned that you might... what?

Who would be interested in your conversation with Facet? In fact, why would anyone be interested in you at all? Unless, of course, it's not you that someone was interested in, but Facet. Yes, there's no doubt about it. The man is stalking Facet, following her into the station. As she takes the escalator, he disappears through a door leading to the stairway.

**If you follow Facet up the escalator, go to 53**

**If you follow the man up the stairs, go to 64**

**If you decide it's none of your business and head back into the Commercial District, go to 169**

The last thing you want is to get into a discussion about your background, so you grope around for a subject. It comes as a surprise to you when you ask Facet for a date. "My word!" she gasps, equally surprised. "You're a fast worker!" You wonder if you've blown it, but Facet seems genuinely amused. She pulls a lipstick from her bag, and a napkin from the table dispenser. "You can find me here most evenings. I work pretty late, but you could stop by, at eleven maybe. Can you dance?"

"Sure," you say, taking the napkin. It's news to you, but you would have agreed if she'd suggested wild storm-ray wrestling. "See you soon, then!" she smiles, heading for the door.

You lean back, and survey the napkin as if it were a priceless antique. The chair jolts abruptly, and you try to correct your balance. It takes a moment for you to realise that it didn't tip over on its own, but because a tall man in a dark red turban has grabbed the back of your coat. He grins, in a very unfriendly fashion. You realise this guy has been watching Facet since you first arrived, and that he saw her give you the napkin.

"I think we should talk," he says.

### **Check 525**

**If you try and break free, add your Strength Rating (from your Character Sheet) to the number 110. That is the number of the next paragraph you should read (so, if your Strength is 2, go to paragraph 112). Go to that paragraph now.**

**If you allow him to take you wherever he wants, go to 11**

## **351**

You get caught in no time. It looks like they can monitor the location of everyone in the building through the badges. A guard intercepts you as you look for a staircase. "Mind the coat," you bluster as he drags you along the hall, "I've got an appointment in Room 330."

Nobody laughs, least of all you.

### **Go to 330**

## **352**

Sitting in the almost empty cafe, you remember that the last time you were here, you met Facet. She gave you her address, and said you should call round, right? So, are you going to?

You'd prefer it if you had some time to think about it, and to remember what a good-looker Facet is. Sadly, you don't have time. You host rushes you through the meal, hovering over you as you eat the last few morsels, then whisking the plate away and taking your money.

Anyone would think he was in a hurry to see you go. You can take a hint

**You may wish to look at 525 or 541 (whichever one you have checked) before you decide what to do next.**

**Otherwise, it's time to head back out of the City. Go to 199**

## 353

It proves ridiculously easy to track Facet down. You hardly see a soul as you run away from the main battle, into a deserted wing of the building and up the elevator to the residential floor. OK, maybe all the security personnel are busy with the Rebels, but how can it be this easy to just run around a vital Imperial plant like you belonged here?

All of the areas you pass through have a Green Security status, but your badge seems to be doing the job of keeping you out of trouble with the many sensors you pass. As the elevator doors open, you find yourself opposite the door of someone's living quarters. Facet's. Which means you're only problem is how to gain entry – the door is protected by an electronic lock which needs a key or a code sequence. Unless, of course, you could just ring the bell...

"Come in!" calls a familiar voice. Oh, come on... You enter a pleasantly-furnished apartment, with soft toys strewn all over. Facet comes into the sitting room from another door, rubbing her long blonde hair as if she has just washed it. Is she surprised to see you. "Havet?! How did you get in here?" Think quickly. "Diamond sent me. The Rebels are attacking the Station; she sent me up here to guard you." Which explains how you got the badge and the blaster rifle. Perhaps. Facet seems ready to believe you, though. "That's thoughtful of her," she says. "And I'm glad that means you're safe too." She crosses the room, opens up a small bar and asks: "Drink?"

Why not?

**If you accept a drink, go to 291**

**If you have checked 590 and you offer to make the drinks, go to 313**

**If you attack Facet, go to 331**

## 354

You call the elevator, and ride it down to the ground floor. The only doors away from where the fighting is going on are securely closed, and any attempt to go through them is going to set off alarms all over. You spend a few moments searching fruitlessly for another way to reach the Communications Centre or the main Laboratory, but without any luck. You were better off upstairs, you realise, and you have wasted precious time.

**Tick another box on your Time Track**

**If you return to search Facet's quarters more thoroughly, go to 347**

**If you check out the door into the Blue Zone, go to 365**

## 355

You step into the passage. You manage barely three or four paces before an alarm sounds. You just about hear the clicks of electronic locks shutting, isolating you in this part of the building. Lights further down the hall go off, while you are bathed in a harsh spotlight. An electronic voice intones a warning: "Warning. You are not cleared for access to this area. Stand perfectly still. You will be intercepted within seconds. If you are found moving in this area, you will be shot." A repeat of the grim announcement begins. You take out the speakers, and the sensor arrays in this part of the hall.

You guess that it is most likely that the security intercept will come through the doors from the Green Zone, and that they won't be as brisk as usual, because of the alert caused by the Rebel attack. You are right on both counts. As you reach the door, you hear the soft metallic click of the lock unbolting.

Two security guards are pushing through the door, blasters extended, as you attack.

**Read 607 and use the Combat Rules from the beginning of the book. Record this paragraph number so you can find your way back**

**If you defeat the two guards, go to 366**

**If you lose, go to 377**

## 356

You search Diamond's quarters. You make a number of interesting discoveries about the Security Commander. One, she likes tropical fish – she has a huge tank along one wall of her sitting room. Two, she likes weapons. Her cupboards are full of them.

The third discovery – well, that's going to need some thinking about. In a small cabinet, locked until you carve it open, you find a blonde wig and a case with cosmetic contact lenses. Blue lenses. Now who do you know with blonde hair, blue eyes and who has quarters right next door to these? Just thinking about it makes your head spin.

So you don't think about it, and rifle through her collection of weapons instead.

**Have you checked 556 or 552? If you have, go to 398**

**Otherwise, do you have your lightsabre? If you do, go to 368**

**If you don't, go to 343**

## 357

You grasp Druth Anamor by the throat. "I ought to kill you," you hiss into his face. "If nothing else, it would prevent you creating any more weapons." Dr Anamor mocks you, sneering. "You won't kill me, young man. You don't have the blood for it. I know the type; you're not ruthless enough." You make another attempt. "Are you prepared to risk your life on that?"

"There is no risk," he grins, his yellow teeth bared. "To be a killer you must be mad, stone-hearted, or dedicated to a great cause. You're not mad, you're just reckless. You can kill easily enough when the madness of battle is upon you, yes – but not like this, not in cold blood. Nor are you cold-hearted. I'm told you have a great fondness for my daughter, Facet. This proves that you are too compassionate to make a great warrior."

"And what great cause do you serve? A Rebellion? A rising of ungrateful, backward non-entities against their Emperor? Ha! That is not a cause to kill for. Let me tell you a story. There was once a man, an old man, who had a young daughter. The days when he could kill in the name of the Emperor were over. All he could do was design weapons for others to use. And the greatest weapon, his most powerful creation, was his daughter. He dedicated her life to his cause, and

trained her in the arts of murder, subterfuge and tyranny. When he had taught her all he knew, he sent her to the Commission for the Preservation of the New Order, who trained her to become the Emperor's servant, his armoured hands, crushing all those who stood against him. Finally, this daughter went into the Imperial Security Bureau, where she learned even more, and where she rose rapidly through the ranks to become a Commander."

"You're talking about Diamond," you add, wondering where this is leading. "I'm talking about my daughter," he cackles. "I'm talking about Facet! She is Diamond!!"

Whoa! Just what are we getting into here?

"It's true," he continues, relishing your discomfort. "My sweet, innocent daughter, the girl who makes friends with homeless young men, and disenchanted Imperial hirelings, is also the woman who seeks them out, and slays them!" He laughs loudly. Inside your body, you can feel a great tide of anger rising in you. "She puts on a wig, some pretty contact lenses and a soft smile, and they rush to tell her their secrets. Little do they realise that they have summoned their own nemesis! Ta'al Pierc confided in her – and betrayed the Toprawan Rebels' plans. Once she had squeezed him dry, she eliminated him!"

"Do you understand now, boy, how I know that you can never kill me? Because I have bred a true killer, a perfect assassin! And you're afraid of her!!"

In fact, right at that minute, you've never been less afraid in your life. Angry, yes; close to burning up with fury. But not afraid. There is evil here. The same type of evil that claimed your grandfather all those years ago. And you can get rid of it, right here and now. In fact, if you don't you think you might just go mad!

**Tick another box on your Time Track**

**If you slay Druth Anamor, go to 383**

**If you release your grip, go to 393**

## 358

You search Facet's quarters again, even more thoroughly. Your patience is rewarded. After a lengthy exploration of the walls of her bedroom, you find a hidden lever, which activates a secret panel. Beyond, there is a narrow passage.

You follow the passage, and reach the far end, groping your way through the darkness. Another panel opens into another bedroom. You look around carefully before stepping in. Draped over a chair, you see a bright sash. Your Jedi instincts ring the alarm bells immediately. The last time you saw that sash, it was being worn by none other than Commander Diamond.

**Tick the next box on your Time Track**

**Go to 356**

## 359

You give it everything you've got, but this terminal just won't access the information you were looking for.

**Tick the next box on your Time Track**

**Go back to 348**

## 360

You feel a complete idiot for the way you spoke to Facet, but it's too late to do anything now. You can tell from the way she spoke, and the stiff carriage of her walk that she is very angry with you for lying, and the door bangs as she slams it behind her.

You've had that feeling before when you think everyone is looking at you? You've got it now.

Dropping a few coins onto the table, you get ready to leave. As you push your chair back, you cannon it into someone. You start to apologise – haven't you made yourself look stupid enough? – when you realise it is the guy who seemed to be watching Facet earlier. You both halt, eyeball to eyeball. He seems to be checking you out.

"Sorry," you mutter, pulling the chair from the aisle to let him pass. "No," he says, quietly. "After you." Fair enough. You turn your back on him and head for the door.

You're pretty sure now that the guy is keeping a close watch on Facet. Maybe it's none of your business; maybe she wouldn't thank you for sticking your nose in anyway. Maybe you should ignore her and the mysterious stranger in the red turban, and get on with finding a job.

Outside, you spot Facet walking along under the Rapid Transit Monorail, heading for the escalator. She's about sixty metres away, but you're sure it's her. Behind you, the door closes, without the man in the turban having left the cafe. Your Jedi senses are ringing like an alarm bell.

But just what are they warning you about?

**If you follow the girl to the Monorail station, go to 53**

**If you want to see what the man in the turban gets up to instead, go to 7**

**If you want to get back to looking for a job, go to 169**

## 361

"You disgust me more than anything I have ever known," you tell Anamor. You can see this doesn't impress him, but it feels better to have said it. You throw him into a chair and tie him up with some fibre optic cable. "You aren't even worth killing." You find an electronic key in his pocket and slip it into one of your own; it might be useful.

He giggles insanely. "An enemy spared is an enemy doubled." You finish the last knot, making it as tight as you can. He winces with the pain. "If you survive, it will be because we have failed. If that's the case, I don't care if you get the chance to attack me again." He howls like a wild dog on a leash as you head for the door. "Where are you going?!" he yells. You walk back and gag him. "For the throat," you reply, and set off to find the rest of the Rebel forces.

**Add the electronic key to your Equipment. Check 606**

**Go to 378**

## 362

Even with the aid of his powerful exoskeleton, Druth Anamor is no match for you. The mad old scientist collapses, breathing his last out on the floor. "Diamond..." he gasps. "Revenge..." You grip him by his lab coat, and give him the once over to make sure he hasn't got any more concealed weapons. A small key tumbles to the floor. You pick it up. "She'll get her chance," you tell him, as you watch him die. It's as if someone somewhere closes a door on a chilling and evil

wind. You feel warmth creep back into your tired limbs.

Even as you consider your options, the room shakes. A violent explosion rips through the building nearby. The Rebels must be close, and their explosive charges are already threatening to take this place apart. The terminal screen dies as power is shut off. "Fair enough. I have an appointment with Diamond anyway," you say, heading for the door. Outside, smoke is starting to fill the passage, and you trot with due pace to the elevator at the end of the hall.

**Add 4 Jedi Power Points to your current total**

**Add the electronic key to your Equipment. Check 606**

**Go to 378**

## 363

The sensors mounted in the ceiling sniff at you as you run along the passage.

**If you have checked *both* 574 and 604, go to 369**

**If not, go to 382**

## 364

The surviving technicians have had enough. You've caused more mayhem in their lives than they would ever have thought possible. Hands raised, they whimper for mercy.

"I want the plans for the weapon you've developed, the one for the death star." They look at each other; you look at the dead bodies on the floor and they get the message. "On the table," the least heroic says, pointing at a grey transit tube. Of course; they had it all packaged up ready to transfer to the Imperial convoy before it was ambushed. The fact that it is still lying around makes you nervous, but you're so sure this is all a trap that a little extra paranoia can't hurt. You pop the tube. Eighteen small data discs, labelled and in order. The super laser.

You place the tube in one of your coat's many pockets, and pull Arf from his appointed home. "You've done well so far," you tell them. "Stay smart and you might live long enough to feel good about it. Sit down under the benches; this place is bound to take some incoming rounds. Don't, whatever you do, stick your head outside. Or my dog

will kill you." Arf growls threateningly.

It might work. Besides, you fuse the door lock as you go out. You slip Arf back into your pocket – he's too valuable to leave behind, so you'll just have to hope that your bluff isn't called. Anyway, you have the super laser plans, as planned. If Vermilion's people have held up their end... It's time to go see. Jumping into the landspeeder, you race off towards the Communications Centre.

**Add the plans to your Equipment Box, and check 608**

**Go to 388**

## 365

You walk up to the security door between the Green and Blue Zones. A keypad is set into the wall, which requires the correct three-digit code to open the door.

**If you have checked 605, you may wish to read that paragraph again and go to the paragraph number it indicates**

**Otherwise, if you have your lightsabre and wish to use it, go to 379**

**If you decide to wait here, go to 387**

## 366

The two guards go down in seconds. One of them drops a comlink. He was obviously meant to report in on the alarm. You key it to transmit, trying to think what you should say. "Is that you, Bariilas?" comes a snatched query. There's a great deal of gunfire in the background. "Sure..." you reply. You hope that Bariilas' commander is under too much pressure to worry about proper communications procedure, and that the background noise is masking any differences in your voice. "What was it?" he asks. You improvise. "One of the rebels was blundering round up here and –" The voice cuts in. "You get him?" You look down at the two fallen Troopers. "No problem," you reply. "Good!" The link goes dead. Seconds later the lights return to normal. With the sensors out, you shouldn't have any more difficulties.

**Go to 342**

The door into Druth Anamor's quarter is locked, but you fry the electronic keypad, and it jolts open on the short-circuit. The room that appears before you is very – red. Druth Anamor's quarters aren't anything like his daughter's. Instead of fluffy cushions and floral prints there is just red silk, red satin, red steel. Just about the only thing in there that isn't red is you, the glowing computer terminal on the desk, and Druth Anamor himself.

The man is not a walking advertisement for a career in applied science. His skin is deathly white, mottled in places with grey marks, like bruises without any colour. He has a brutal slash of a mouth, like a scar, set with jagged yellow teeth. As for his body, as he rises to his feet you see that it is thin and wasted, and that he wears an exoskeleton to help him move. You hear the servos whine as they propel him stiffly to his feet. His eyes glisten with excitement. You notice they are very pale, almost as colourless as the rest of him.

"You must be Havet Storm," he rasps. "My daughter told me all about you." You've never been keen on meeting girlfriends' parents, and now you know why. Druth moves closer, taking painfully slow steps. "Is she here?" you ask, glancing anxiously at the other doors. "No, we're alone. I think she hopes to catch up with you later." Right.

"So, you've decided to join the Rebel Alliance?" He pronounces the word "rebel" as if it hurts him to say it. "You? A Jedi?" What?! How did he know that? "We've learned a great deal about you over the last few hours, Havet Storm. I must say, I'm surprised to find that you would take the side of rebels against your master, the Emperor, and his dark lieutenant, Darth Vader."

It's been quite a surprise for you too.

**If you threaten Anamor to get the information you need, go to 357**

**If you push past him to use his terminal, add your Tech Skill score (from your Character Sheet) to 370. This is the number of the next paragraph you should read (so, if your Tech Skill is 5, you would read 375). You can spend Jedi Power Points to increase your score temporarily**

**If you wait to see what Anamor does next, go to 380**

## 368

Unbelievable. All these blasters in Diamond's rooms, and not one of them charged up. Isn't that unbelievably careless – or unbelievably smart.

You take a last look around. The room is spartan, spotless and functional. It fills you with foreboding. Reaching for the door release, you know you'll be glad to get out into the hall.

**Go to 342**

## 369

You thunder along the covered passageway towards the distant Research Lab. A few of the people you pass look round at you, but the local alarms are silent, and if you didn't have an authorised pass, the speakers would be screaming blue murder, right? These Imperial servants might not be used to seeing a guy in a floor-length coat running loose around the place, but with a Rebel attack about to tear the place to pieces, they have other things on their minds.

So, you reach the Labs without interruption. There are several very worried-looking technicians carrying stuff out of the Labs to a waiting ground car, with two stormtroopers on watch. They stiffen as you approach, but they don't halt you. Time for some clever fast-talk.

"Who's in charge here?" you snap. A worried-looking scientist-type steps forward. "Commander Diamond wants to know why this stuff hasn't been loaded yet." He bristles with indignation. "We've only just started," he wails. "Well, hurry up! This area could be overrun at any minute!" You hand him one of the cases stacked by the door. You hand another case to one of the other technicians, then pass two more to the stormtroopers. You get everyone busy humping stuff onto the ground car, then you ask: "Where are the records for the super laser?" They all stop, and turn to look at you. Naturally, you have them covered. The stormtroopers look very sheepish when they realise you have their blaster rifles.

You herd them into the Labs. One of the braver scientists tries to hide a grey transit tube which was lying in a rack on the table. You pop the tube. Eighteen small data discs, labelled and in order. The super laser. Of course; they had it all packaged up ready to transfer to the Imperial convoy before it was ambushed. The fact that it is still lying around makes you nervous, but you're so sure this is all a trap that a little extra paranoia can't hurt.

You place the tube in one of your coat's many pockets, and pull Arf from his appointed home. "You've done well so far," you tell them. "Stay smart and you might live long enough to feel good about it. Sit down under the benches; this place is bound to take some incoming rounds. Don't, whatever you do, stick your head outside. Or my dog will kill you." Arf growls threateningly.

It might work. Besides, you fuse the door lock as you go out. You slip Arf back into your pocket – he's too valuable to leave behind – and hope that they don't call your bluff. So, you have the super laser plans, as planned. If Vermilion's people have held up their end, this crazy mission might still turn out alright... You grit your teeth, and set off towards the Communications Centre in the landspeeder.

**Tick another box on your Time Track**

**Add the plans to your Equipment Box, and check 608**

**If you wish to take one of the blaster rifles, add it to your Equipment Box. Check 609**

**Go to 382**

## 370

You pull a diagrammatic plan of the Station off the computer. It is spread over a wide site, but the areas you want are actually close together and nearby. The living quarters of several of the senior civilian managers at the Station occupy two floors at the top of a long, flat-roofed building, attached to the Reception Building. It is divided in two; the most senior people are in the Blue Security Zone – these include Druth Anamor and Commander Diamond, both on the top floor. Diamond's quarters are, in fact, right next door to Facet Anamor's, on the other side of the divide between the Green and Blue Zones. At the end of the building, a private elevator, which only serves the top floor, descends to ground level, where two wide, covered walkways connect to the main Research Laboratories and the Communications Centre.

Most of the main military buildings and the heavy testing labs are scattered elsewhere on the site.

You memorise the layout. The Rebel attack is designed to penetrate the ground floor of the Reception Building, then out across a landing field to the Communications Centre. That's where most of the defenders will be. Your route lies in another direction.

**Go to 348**

## **371**

You ignore Druth Anamor, and drop into the seat in front of his terminal. Surely you'll be able to access the files you want from here. He stands some distance behind you, mocking you with quiet laughter as you try to find your way through the maze of security checks and program trees. Even with Ta'al Pierc's patch in place, there is still a lot of work to be done – the higher functions of the computer network seem to be protected by a different system altogether.

**Tick another box on your time Track**

**Go to 372**

## **372**

The Station's most secure files are guarded by a sophisticated password system. You can't even find a menu through which to track them down. Without knowing the right place to look, or the name of the files, or what answers to give to the password checks, you're groping in the dark. Finally, a wrong answer at one of the checks actually shuts the terminal down. As the screen goes dead, you bang the desk in frustration. Druth Anamor cackles with glee.

Your blood is hot. You feel like strangling him, or at least dangling him out of the window until he tells you how to access those files! His invention will kill billions; might his own death not save some small proportion of those lives?

**Tick another box on your Time Track**

**If you threaten Druth Anamor, to force him to give you the plans, go to 357**

**If tie him up and leave him here while you go to the main labs, go to 361**

**If you attack him, go to 383**

## **373**

You discover quickly that there is a microwave connection to the Research labs, linking Druth Anamor's terminal to the files you want. Your first problem is that you have no idea of how to find your way through the intricate path of connected programs to get

to those files.

**Tick another box on your Time Track**

**If you abandon the attempt, and want to threaten Druth Anamor, go to 357**

**If you keep going, go to 374**

## 374

It takes several precious minutes to figure out how to track down the files concerning the super laser on Druth Anamor's terminal. There are thousands of linked pieces of information; test reports, feasibility studies, junked plans. However, buried deep in the main research database, you find a package of linked files, a summary of all the work on the control and damping systems for the super laser, along with a complete schematic of the weapon itself. Druth Anamor utters a derisive snort behind you. "Careless of you," you mutter. "That package was put together when we were preparing the transfer of data to the Imperial convoy. You've done well to find it, Storm – laying your hands on it is another thing."

**Tick another box on your Time Track**

**If you abandon getting the files, and attack Druth Anamor, go to 383**

**If you keep going, go to 375**

## 375

You stare hard at the screen of Anamor's terminal. The password patch Ta'al Pierc placed on the lower-level computer functions doesn't work on this higher level stuff. You need time to adapt it, to transfer it over to this terminal, and then to worm its way into the lab database. Your work as quickly as you can, and the reward comes after about ten minutes – tapping in Pierc's code, you watch with satisfaction as all the password checks are blanked. Druth Anamor gasps at your skill. "How did you know how to do that?" he curses. "You're just a kid."

"This is nothing," you reply. "You should see me on Mega-Sonic 3000. Now that's a tough computer game." Just one prompt is left. No clue as to what it is, just an annoying call for a last piece of information. What is it?

**Tick another box on your Time Track**

**Go to 376**

## **376**

You are within an ace of getting the information you need. Linked to the main lab database, Anamor's terminal has accessed the files, and the password system has tumbled thanks to your rapid rewiring of Ta'al Pierc's patch program. You've even found some disks to copy the information onto, and stored them in the output magazine. Now there's just a last, annoying prompt, a mysterious blinking cursor asking for – what?

And then it hits you. You know just what this is. The tracker ball attached to Anamor's terminal is also a DNA reader – it needs his finger on the button. He has backed away from you, almost to the far side of the room. Perhaps, you could wrestle him over here?

**If you have checked 560, go to 395**

**If you haven't, go to 400**

## **377**

You are overwhelmed by the Imperial guards. Your weapon is taken from you, and they drag you off to a room in another part of the Blue Zone, throwing you into a chair. One of them operates a comlink. Diamond's face appears on the screen.

"We've captured an intruder –" the Trooper begins. "So I see. Hello, Havet. Things can't be going too well for you if you have been defeated by these poor excuses for fighters. Give him a drink, Trooper!" The young soldier hurries to obey. "The Rebel attack seems to be directed towards the Communications Centre," Diamond continues. "That's where I am. If, by some strange and marvellous fluke, you manage to escape, you will join me here, won't you?"

Fat chance of that, you think. Diamond directs her attention to the Troopers. "Operate the nerve gas valves on corridors 9, 11 and 13 of the Green Zone. Now." The two young soldiers cross to the control panel, and reach for the controls. There is a blinding flash of light, and both of them are stunned by powerful jolts of electricity. As your eyes recover, you see Diamond's cruel, taunting face disappear as the

link is broken.

You know she is playing with you, and that you are barely in any shape to fight back. Even so, you have to go on to the end. Picking yourself out of the chair, you go back out into the Blue Zone, and look for the stairs back up to the residential area.

**Tick another box on your Time Track**

**Add 1 Jedi Power Point to your current total.**

**Remove any blasters or blaster rifles you have from your Equipment Box; these have been taken away**

**Go to 342**

## 378

You enter the elevator at the end of the Blue Zone.

**If you have checked 606, go to 396**

**If you haven't, go to 407**

## 379

You don't have time to play games with code numbers and electronic locks. Activating your lightsabre, you hack through the door. A guard on the far side gets the shock of his life as you come through the burning door.

**Read 611 and use the Combat Rules from the beginning of this book. Record this paragraph number so you can find your way back.**

**If you defeat the guard, add a Blue Security Badge to your Equipment Box (unless you already have one), and check 554. Go to 342**

**If you lose, remove all your weapons and go to 377**

## 380

At a speed you wouldn't have believed possible, Druth Anamor leaps across the grossly decorated room, his taloned hands reaching for

your throat. All that slow, agonised movement you saw when you first arrived was faked – the exoskeleton propels him faster than a landspeeder! You crash to the floor, almost buried under his weight. He has one hand fixed on your throat, and the other poised over your face. An ugly, barbed probe protrudes from his fist. He starts pushing down, and it takes both of your arms to hold his one, servo-assisted hand back. “In times past,” he grunts, “they used to drill holes in the heads of mad people, ‘to let the demons out.’ What demons are there in your head, Storm? Shall we find out?”

**Add your Strength score (from your Character Sheet) to 400. That is the number of the paragraph you should read next. So, if your Strength is 4, you would read 404. Feel free to spend any Jedi Power Points you have left to increase your Strength score for this struggle**

## 381

You access the Personnel Records. Nothing too surprising here. It shows Druth Anamor as the Head of Research. He’s held some other senior research posts in the past, and stands quite high in the Imperial scientific hierarchy. It looks as if the Emperor is quite fond of him.

His daughter, Facet, is about ten months older than you. She has such a slender record, that you might wonder if she really exists! She certainly doesn’t deserve her important administrative position as Director of Personnel. Daddy must have got her the job. Her assistant is twice her age, and a hundred times better qualified.

As for Commander Diamond, there is little about her beyond her name, rank, and position as Head of Security. She doesn’t even have a payroll number! The only interesting fact you can discover is that she arrived on Toprawa almost exactly at the same time as Facet Anamor.

**Return to 348**

## 382

The moment you set foot onto the walkway leading to the Research labs, a local alarm starts to wail, drowning out the more general alert outside. An electronic voice calls out: “Warning. You are not cleared for access to this area. Stand perfectly still. You will be intercepted within seconds. If you are found moving in this area, you will be

shot." You keep running, ignoring the message as it repeats. Other people on the walkway freeze as ordered, looking at their red security badges suspiciously, as if fearing they might be the offender. You rush past.

So much for being intercepted within seconds! The Station garrison must be fully stretched dealing with the Rebel attack. You actually reach the Research Labs before you hit any trouble. Two stormtroopers are at the main doors, guarding a number of technicians who are loading up a landspeeder. You have a fight on your hands.

**Read 612, and use the Combat Rules from the beginning of the book. Record this paragraph number so you can find your way back**

**If you take out the two Stormtroopers, go to 364**

**If you lose the Combat, go to 384**

## 383

No matter how great the evil you face, if you give into hate and anger, you let the dark side into your soul. The Force cannot be a power for retribution, only for the preservation of all that is good. Havet has taken a step onto the dark path, from which there is almost never any way to turn back.

**Let the Force guide you to a new beginning, back at paragraph 1**

## 384

Oh, man! So close! Sadly, the stormtroopers have defeated you.

**Try again; perhaps you could create a new character, with different attributes**

## 385

At the very last hurdle, you have failed in your adventure. Diamond has won it all. She has defeated you, crushed the rebellion on Toprawa, and recaptured the plans. Up in space, a lonely spaceship will arrive, listening for the transmission which will begin the epic story of Star Wars. Sadly, that transmission never arrives, and Princess Leia will turn back from Toprawa, without ever having

recorded those fateful words – “Help me, Obi-Wan Kenobi, you are my only hope.”

**Give the game another try; with the information you have acquired, you should beat Diamond with one more attempt**

## 386

You burst into the Communications Centre. The main room is packed with equipment, all lit in the ghostly blue glow emitted by the overhead lights. Dead Imperial soldiers lie all around, and more than a few Rebels. You search desperately – there’s no sign amongst them of either Vermilion or Diamond. The game can’t be over yet. Scarlett appears from behind a console, having rigged a rapid repair to some damaged equipment. “Havet!” he yells. “Am I glad to see you! Have you got the super laser plans?”

**Have you checked 608? If you have, go to 388**

**If not, go to 394**

## 387

You spend several fruitless minutes trying to figure out the entry code on the door, then you catch the slight sound of someone operating the keypad on the other side of the door. You listen to the tones – 3-2-0. A half-second later, the door swings open.

An security officer walks through, hesitating as he sees you. You are pressing the keypad, making it look as if he just beat you to the punch in entering the code. You laugh: “Snap!” He looks suspicious, and you can see he’s about to step away from the door and allow it to close. “Crackle!” you shout. He looks at you as if you were some kind of madman, but steps forward, allowing the doors to close, but walking straight into your swinging blow aimed at the side of his head. “Pop.”

Now, what was that code again?

**Tick another box on your Time Track**

**Go to 320**

## 388

"I've got the super laser plans!" you shout, pulling out the transit tube. "Where's Vermilion – he has the rest!" Scarlett grins. "Vermilion? He'll be right here." He stands up, and pulls the hideous red hide belt he wears through the loops of his trousers. It has a fastening on the inside, and he undoes it, revealing a secret pocket. He removes a row of data disks, and places them on the Communications Console at his side. Then he does a curious thing – he peels the belt wide open, so that it becomes a wide band, like a scarf. He removes the clasp, and then starts winding the belt around his head, just like... it was... a... turban. He pulls off his beard.

"Vermilion." The Rebel leader and several of the other Rebels laugh loudly. "I'm sorry, Havet. I would have told you... I just wasn't sure if I could trust you. Diamond has been chasing me so hard lately, I adopted these disguises so I could move around freely. She never came within an ace of catching me."

"Until now," comes a cold clear voice. You whirl round, as does Vermilion and the other Rebels. Several fake panels have fallen down from the walls, and a squad of stormtroopers has surrounded you. Diamond rises up from behind a dummy fuse box like a stage magician rising through a trap door. "Let me see," she says, counting on her fingers. "Vermilion, the death star plans, Havet Storm. All a girl could ever want." She turns to the stormtroopers. "Kill them."

The first shots ring out. In your stupor, you realise that Diamond's first shot is coming your way. It looks like your time is up. "NO!" yells Vermilion, throwing himself at Diamond. He hits her, hard, but as they land you hear the thump of her blaster. Vermilion's body jumps half a metre into the air, and falls sickeningly on the floor at your feet. Diamond's clear eyes meet yours. The final battle begins.

**Read 613, and use the Combat Rules from the beginning of the book. Record this paragraph number so you can find your way back**

**If you defeat Diamond, go to 389**

**If you lose the Combat, go to 385**

## 389

Diamond falls staggers back, clutching at her wound. Her eyes fill with tears. For a moment, they look almost blue in the strange light.

"Daddy," she gasps, slumping backwards.

You turn quickly, wading into the stormtroopers. They have lost their stomach for the fight with the death of their commander, however, and the few surviving rebels help you make short work of them. You rush over to Vermilion, turning him over onto his back. His wound is ugly; it looks fatal, but you find just enough strength within you to stabilise his condition for a moment. "The... plans..." he breathes hoarsely. "Frequency 1215... Codeword... Skyhook." You feel him ebbing; what you'd give to be able to help him though these last few moments. But the priority are the plans, and you know Vermilion cannot rest easily until they have been transmitted. You lower him gently into the tender arms of a young woman named Surna, a rebel you watched throttle a stormtrooper with her bare hands a few seconds ago.

You grab the disks Vermilion laid on the console, and load them into the input magazine of the Data Compressor. You add the schematics for the super laser, and start the process of preparing a burst transmission at high speed. As soon as the ready light comes on, you key the microphone and call out "Come in Skyhook! Come in, Skyhook!" A woman's voice comes over the speaker; calm, measured and full of determined strength. Must be the Princess. "Skyhook here!" she replies. "We have only moments! Prepare to copy!"

You check that the burst is ready, and that the frequency is clear. "Ready and copying," Leia announces. "Go ahead." The burst begins. Now it's just a matter of time. You post a few guards, then go back over to Vermilion. Surna is crying. "He's dead," she weeps. "He heard the burst start... told me to buy you a Star Racer." You look back. The transmission has ended.

You pick her up, and lead her to the door. "We ought to go and get one, then, because it looks like the bad guys are getting ready to launch a counter attack." The other Rebels hurriedly place some explosive charges, then follow you from the building.

**If you have checked 589, go to 409**

**If you haven't, go to 399**

## 390

You just don't have the strength to fight off Druth Anamor for long. He pummels you into the ground. You wait there, broken and ready

for death, but the final blow never comes. "I don't deserve this moment," he cackles. "Diamond is the one who planned all this. Go, find her – and she will have the trophy she most desires." He carries you out into the hall, and dumps you on the floor, tossing a small electronic key onto your back. "You don't have time to indulge your pain, Havet Storm," he gloats. "Your nemesis awaits you!"

### **Check 606**

**Go to 378**

## **391**

You release Druth Anamor, refusing to sink to his level. A wash of strength comes over you, as if you had been cleansed by your experience. You push him back. "This place stinks of evil," you say, your voice quiet. "I need some air." Dumping him to the floor, and disabling his exoskeleton, you leave his foul apartment, and go out into the passage. The air is indeed sweeter out here. You breath it deeply, then head for the elevator.

**Add 3 Jedi Power Points to your current total**

**Go to 378**

## **392**

The fight takes too long. More guards arrive, better armed, and even more determined.

**Read 615. Use the Combat Rules from the beginning of this book. Record this paragraph number so you can find your way back here.**

**If you defeat the guards, go to 366**

**If they defeat you, go to 377**

## **393**

You release Druth Anamor, refusing to sink to his level. A wash of strength comes over you, as if you had been cleansed by your experience. You push him back. "This place stinks of evil," you say, your voice quiet. "I need some air." You look again at the terminal on his

desk. Is there any way you can get what you want through that?

**Add 2 Jedi Power Points to your current total**

If you use the terminal, add your Tech Skill score (from your Character Sheet) to 370. This is the number of the next paragraph you should read (so, if your Tech Skill is 5, you would read 375). You can spend Jedi Power Points to increase your score temporarily

If you tie Anamor up and leave, go to 361

## 394

"No," you gasp. "There wasn't time." Scarlett bangs the console. "For all our sakes, Havet, you have to get those plans! Look, I haven't finished programming the communications link yet. Try one more time. We still have a few seconds." Seconds? But the Research Lab is half a kilometre away! "There's a landspeeder parked outside. Take it and go!" You find the vehicle just where Scarlett said it would be. You rev it up, and drive across the open space of a landing field. A guard tower spots you, and rips up the metallic flooring around you with laser fire, finally hitting the landspeeder's engine. The car dies as you aim it at the walkway leading towards the Labs. You dive through the gap. You're still about 200 metres short of your goal.

If you have checked *both* 574 and 604, go to 369

If not, go to 382

## 395

If only Arf wasn't damaged. You could have used the DNA reader on his back. What rotten luck. Oh well, you'll just have to drag Anamor over to the tracker ball...

He realises what you intend before you do. As you turn, he seizes a lamp, and heaves it across the room. It missed you by a yard – but that wasn't his intent. It crashes into the monitor, and the computer shatters in a spray of polymers, ceramics and sparks. "You're a bad loser, Anamor." He snarls, like a cornered animal. "You're about to find out how bad," he answers.

Go to 380

## 396

You slip the key you found in Druth Anamor's room into the waiting lock, then key for the ground floor. The elevator descends quickly. The doors open on a covered area, just outside the main building. Two covered walkways extend away from you. One leads to the distant Research Labs, a brutish-looking building about a kilometre away. A small electrically-powered cart sits close by, but you find that its batteries have been drained, and it isn't connected to the charger. No easy ride, then. The other walkway leads to the much nearer Communications Centre, a white structure, bristling with antenna and dishes.

The sounds of battle are closer than ever.

**If you go to the Research Labs, go to 363**

**If you head for the Communications Centre, go to 386**

## 397

On a spaceship not that far away, a young woman bends down over an R2 unit, and begins a recording.

"General Kenobi, years ago you served my father in the Clone Wars. Now he begs you to help him in his struggle against the Empire. I regret that I am unable to present my father's request to you in person, but my ship has fallen under attack, and I'm afraid my mission to bring you to Alderaan has failed. I have placed information vital to the security of the Rebellion into the memory systems of this R2 unit. My father will know how to retrieve it. You must see this droid safely delivered to him on Alderaan. This is our most desperate hour. Help me, Obi-Wan Kenobi, you're my only hope."

She places a data tape into the droid for it to record, and gives it further instructions. From close by, the sounds of battle rattle round the ship. Leia sends R2D2 on his way.

For a moment, she feels a sense of loss. Down on Toprawa, she knows, brave men and women have given their lives to transmit the plans she has placed within the droid. The price has been very high indeed. But she also feels a strange exhilaration. An epic adventure has begun.

**You made it possible, Havet! Congratulations! Go to 408**

## **398**

Tucked behind the only picture on the wall of Diamond's room, you find a small electronic key, made of the same strange metal as the bracelet you were given. You activate it, and the clasp on the bracelet falls open. Thank the Force!

**Remove the check on 556 or 552, and check 589 instead**

**Do you have your lightsabre? If you do, go to 368**

**If not, go 343**

## **399**

There's fighting all around, but your group manages to get clear of the Communications Centre. You're halfway to the perimeter fence, virtually home free, when a ragged voice halts you. You turn back, unable to believe your ears. Diamond – still alive! She's swaying on her legs, battered and bloodied, but still defiant.

**Did you check 556 or 552 at any point in the game? If you did, go to 410**

**If not, go 411**

## **400**

Then it occurs to you – there's no need to have Anamor's DNA. You unplug the tracker ball, and pull Arf from his home in your coat. Slipping open the hatch on his interface panel, you unspool a connection, and plug him into the terminal. Then you place your finger on the DNA reader on his back. Arf comes to life, barks happily, and sets about by-passing the terminal's own reader. Seconds later, the data transfers itself onto the disks, and you have the super laser plans in your hands. You find a transit tube on the floor by the desk and drop them in.

Behind you, Druth Anamor issues a roar of rage. "Shut up," you snap, turning round to face him, "there's nothing you can do –"

**You have the plans. Check 608**

**Go to 380**

## **401-404**

You just don't have the strength to hold Druth Anamor back for long. It's an ugly way to end your adventure.

**So close! Perhaps a different character would do better?**

## **405-406**

Druth Anamor tries to drive the probe into your head, but you kick out with your legs and lever him over to one side. He crashes to the floor, hard. Moments later, you are both on your feet, ready to do battle, breathing hard. "I underestimated you, Storm," he gasps. "Never mind," you reply. "It's the last mistake you'll ever make."

**Read 610, and use the Combat Rules from the beginning of this book. Record this paragraph number so you can find your way back here**

**If you defeat Druth Anamor, go to 362**

**If he defeats you, go to 390**

## **407**

This is too much! The stupid elevator doesn't work! It must need some kind of key!

You don't have time to go looking for it. There's a service hatch in the floor. You open it, and begin the rough climb down to the ground floor. It takes several minutes, and another few seconds pass by as you prise open the doors at the bottom of the shaft.

The doors open on a covered area, just outside the main building. Two covered walkways extend away from you. One leads to the distant Research Labs, a brutish-looking building about a kilometre away. A small electrically-powered cart sits close by, but you find that its batteries have been drained, and it isn't connected to the charger. No easy ride, then. The other walkway leads to the much nearer Communications Centre, a white structure, bristling with antenna and dishes.

The sounds of battle are closer than ever.

**Tick another box on your Time Track**

**If you go to the Research Labs, go to 363**

**If you head for the Communications Centre, go to 386**

## 408

A few hours have passed. You're sitting in the ruined bar of Al's cantina, nursing the longest, coldest Star Racer the Alchemist could find. It tastes wonderful. You drink a toast to Vermilion/Scarlett/Carmine. Sitting at your side, Surna echoes the sentiment.

Al is dusting, which seems a pretty pointless task. He's talking of opening the place up again. "By the way, Havet," he says. "Someone was in here asking after you. Someone we'd both prefer to do his drinking elsewhere." Boba Fett. "What did he want?"

"You, of course," explains Al. "He's in a big hurry. Some kind of big bounty on a guy who welshed on a deal with Jabba The Hut. Says he wants to take care of you before he leaves."

So, you haven't quite finished all your business here on Toprawa. Sooner or later, you and Boba Fett will come face to face again. But not right now! You take another long pull on your Star Racer. "He'll keep," you say. "Meanwhile, you haven't got another one of these stashed away somewhere, have you Al?"

**The adventure continues in the Lost Jedi Book 2: *The Bounty Hunter*. On sale now!**

## 409

As you leave the Communications Centre, you see Diamond's body, half buried by shattered equipment. You slip the bracelet onto her wrist, and snap it shut. "I don't take presents from strange women," you tell her unhearing form.

**Check 614**

**Go to 399**

## 410

"It's over, Diamond!" you shout. "You've lost!" She staggers again, falling against the fractured covering of the walkway. "You think so?" she calls back, coughing on blood and hate. She holds up a small transmitter. "Do you know what this is, Havet? It's vengeance!!"

She presses the button.

**Do you still have 552 or 556 checked? If so, go to 412**

**If you have checked 614, go to 413**

**If you haven't checked any of these, go to 414**

## 411

"It's over, Diamond!" you shout. "You've lost!" She staggers again, falling against the fractured covering of the walkway. "Don't be so sure" she calls back, coughing on blood and hate. "Every book has its sequel." How true. "What makes you think you'll be in mine?" you ask. She pulls herself upright, running on sheer guts and pride. "You'll never be free of me, Havet. Enjoy this moment of triumph while you can. Next time..." One of your fellow Rebels has heard enough. He raises his rifle, and takes aim. He never gets close to hitting her. Wounded or not, Diamond slips out through a hole in the side of the walkway and is gone.

**Go to 397**

## 412

There's a savage explosion. You don't hear it properly, because you're at the centre of it.

**Well, you won – but you didn't live to enjoy it! Play the game again if you want to win properly, or turn to 397 for a look at what might have been...**

## 413

There's a savage explosion. The walkway fills with smoke and noise. You take shelter until the carnage becomes quiet again, then walk

back along the battered tube to where Diamond had been standing. Even now, though there is a lot of blood, there is no sign of her body.

"You're a tough lady, Diamond," you shout out into the open space beyond the walkway. "Next time, I hope I blow your head off." Distant gunfire is the only reply. You trot back down the tunnel to the others. "Let's get out of here," you say. "No point winning if you don't live to enjoy it, eh?"

**Go to 397**

## 414

Somewhere in the distance, there is a fresh explosion. Diamond looks in the direction it came from, and then back at you. You roll up your sleeves so she can see you don't have the bracelet any more. She howls with rage and frustration. She pulls herself upright, running on sheer guts and pride. "You've made a fool of me, Havet. Enjoy this moment of triumph while you can. Next time..." One of your fellow Rebels has heard enough. He raises his rifle, and takes aim. He never gets close to hitting her. Wounded or not, Diamond slips out through a hole in the side of the walkway and is gone.

"Is there going to be a next time," asks Surna. "Oh, I do hope so," you reply.

**Go to 397**

## 415

The guy poking around Al's bar must be the rebel you were told to look out for when you visited Riverside. He introduces himself as Scarlett. "You must be Storm," he says. "What news do you have for me?"

**If you have checked 525, 553 or 554, go to 140**

**If not, go to 118**

## 416

"Hello, Scarlett," you sigh. You're beginning to get a little irritated with him. "I'm surprised to see *you* here," he replies. "Working for the Empire yet?"

You spin round to confront him. "What's your problem, Scarlett? What does it matter to you what I'm doing?" He throws up his hands in mock surrender. "Hey – take it easy! I just wanted to talk. Look, let's go somewhere private. I can really be a nice guy if you let me."

If you go with Scarlett to hear his explanations, go to 49

If you choose to find a meal instead, go to 141

## 417

Carmine stares at you, waiting for your answer.

If you have checked 616, go to 309

If you haven't checked 616, go to 418

## 418

Despite the risks, you find yourself pouring out your hatred of the Empire. Strange, really, because you hadn't realised that's the way you felt. You've always hated what is hidden inside you, your Jedi past, but you've never realised how much you feel the Empire is to blame for the hatred that your heritage attracts. After all, it was the Empire who actually killed your father and grand-father, right? Even if this Jedi thing is so bad, can that really justify their they murders?

Besides, after what you were told at Riverside, you know that there is an alternative, and it's your guess that Carmine is a member of the Rebel Alliance, just like Scarlett. You voice your suspicion, and Carmine raises his eyebrow in surprise. "I hope you don't make a habit of accusing people of being rebels, Havet. The Empire doesn't need any help hunting for us."

"I'm just looking for a way to fight back," you assert. "We need people to join us, to fight with us," agrees Carmine. "What can you do to help us, Havet?" You are reminded of what the voice at Riverside asked you to do. Carmine nods as you think. "Nothing's changed, Havet. We have to get someone onto the inside at the IRS, and we think Facet is the key. You have to work on her, gain her trust."

"I'll find a way," you insist. "Good," smiles Carmine. "If you need to contact us again, try hanging round Al's cantina, near the port." Can't you just come here? "We move around a lot, son. This place will be just another empty building in the morning." He leads you to

the door. "One more thing," he adds. You are given a new ID Card. "Same name, same visual. It's just coded differently, so that when they swipe it through the reader, they find a record that's cleaner than your best clothes after washing day. Good luck." You step outside, and the door closes behind you.

**Check 517**

**If you go back to the Commercial District, go to 227**

**If you catch the Shuttle back towards the port area, go to 199**

## **DATA BANK**

### **501**

Using your Jedi powers to such an extent is an exhausting business. You will exhaust your strength quickly if you keep this up, although you can recover Jedi Power Points by resting, and in some other ways. Remember, also, that other Jedi – as well as some of those who hate the Jedi – can sense disturbances in the Force, such as the one you have just caused by your actions. Be careful!

**Continue with your adventure.**

### **502**

A good night's sleep is one way to restore your energy, so that you can use your Jedi powers at their full power.

**Restore your Jedi Power Points to their Starting Level.**

**Continue with your adventure**

### **503**

You take another long look at the guy in the turban. He is tall, with tanned skin, deep brown eyes and a few days growth of beard on his chin. He wears a turban, much like the desert-dwellers on your home planet, and a long white jacket over a patterned shirt and light-coloured leggings. Wonder what he's done to get into trouble? Smuggling, probably – or maybe he's a spy, this being a military planet and all. Well, that's his problem. You need to keep well away from Imperial hassle.

**Continue with your adventure**

### **504**

Isn't there something familiar about the guy at the counter. You take a longer look as he finishes his drink, his eyes following the blonde girl as she walks to the door. It comes to you at once. He was at the space-port, the smuggler the security guards were watching. Is it just

a coincidence that he's turned up in this cafe? What's his business with the girl?

**Continue with your adventure**

## 505

There are 4 security guards for you to deal with. Each has Combat Skill 1 with a Blaster. The fight starts **Close-Up**.

**Continue with your adventure**

## 506

There are 10 security guards in the immediate vicinity you must deal with. Each has Combat Skill 1 with a Blaster. Another dozen will arrive in less than a minute. The fight starts **At Range**.

**Continue with your adventure**

## 507

You are armed with a blaster, which you keep in a holster under your arm, where it is easy to get hold of. It is a standard BlasTech DL-18, a civilian issue side-arm. It isn't going to do much harm to armoured stormtroopers, but it's perfectly effective otherwise. Although it is legal to carry a weapon, you really need a license on Toprawa, which is a sensitive military base.

You could keep your blaster stashed in a bag, where it is less likely to be found.

**If you wish to change the location of the weapon, change the box you have ticked on your Character Sheet, and check box 532**

**In Combat, if you use your blaster, add the dice roll to your blaster skill. You must be At Range**

**Continue with your adventure**

## 508

You are carrying your lightsabre, the weapon of a Jedi. Even though you are frightened of your Jedi heritage, and have promised yourself not to use your Jedi powers in case you are uncovered, you cannot bring yourself to get rid of the weapon your grandfather left for you.

In the hands of a properly-trained Jedi, the lightsabre is a powerful weapon. You have had to train yourself, but you think you know how to handle the weapon correctly.

The question is, dare you? Although the Jedi are rumoured to be extinct (something you know isn't quite true), there are plenty of people round with long memories of what they were like, and what the significance of a lightsabre is. On your belt, there is no way you can disguise it, but you can use it immediately if you get into trouble. If the wrong person catches a glimpse of it, however, you could be in serious trouble. You could carry it in Arf's secret belly-hatch instead, where it would be out of sight.

**If you wish to change the location of the weapon, change the box you have ticked on your Character Sheet, and check box 529**

**In Combat, if you use your lightsabre, add the dice roll to your lightsabre skill. You must be Close-Up.**

**Add 1 to all attacking dice rolls when you use a lightsabre in Combat.**

**Continue with your adventure.**

## 509

You take a longer look at the man beside you in the cafe. He is tall, with tanned skin, deep brown eyes and a few days growth of beard on his chin. He wears a turban, much like the desert-dwellers on your home planet, and a long white jacket over a patterned shirt and light-coloured leggings. No-one you know, but something about you has set your senses tingling.

**Continue with your adventure.**

## **510**

Now that the security guard has swiped your card through the data reader at the spaceport, you're on file here on Toprwa. Just what you need. If you have another run-in with the law, or take a job with a reputable company, they'll demand to see your ID. Who knows what will happen then?

**Continue with your adventure**

## **511**

Something tells you that you made a big mistake getting into trouble at the spaceport. What did that woman call herself? Diamond? Well, you suspect that you'll regret having her as an enemy. It would be a really good idea to postpone your next meeting for as long as you can. Trouble is, you can't expect to postpone it for long – without ID, you'll be in instant trouble if you're stopped.

**Continue with your adventure**

## **512**

Disarmed, no ID, hardly any money and it's not even lunch-time. What else can go wrong?

**Cross off your blaster and ID from the Equipment Box on your Character Sheet. If you leave the space-port now, you must also cross off your Lightsabre. This means you cannot equip yourself with these weapons during the rest of the adventure.**

**Continue with your adventure**

## **513**

After that fracas at the space-port, the authorities have your face on tape, and they'll know your name, date of birth and shoe size faster than a Lanthan Panther can do 100 metres at high altitude with a tail wind and a turbo-jet pack. If anyone on Toprwa takes the time to check your ID, you'll be dead meat.

That should be a real incentive to stay out of trouble. Your problem

is that the same rules apply to several other activities, such as getting a job. You need new ID, and you need it fast.

**Continue with your adventure**

## 514

Of course, you realise at once who the black-haired woman is. The first time you saw that face, it was offering you the kind of invitation you really couldn't turn down. Or, maybe, one you should never had dared accept.

Diamond; Head of Security at the Imperial Research Station. The sort of Imperial servant other Imperial servants jump to obey. The woman who thinks you were connected somehow with that guy at the spaceport – Vermilion, or whatever his name is. And now, the woman who knows you have just witnessed her murdering the little fat man in cold blood.

**Continue with your adventure**

## 515

Something tells you that you'll remember the blonde girl for quite a while. She has the most electric blue eyes, and her long blonde hair falls in waves over her shoulders. At a guess she's be nearly a year older than you. She's the most beautiful woman you've ever seen – just thinking about her makes you feel strange.

**Continue with your adventure**

## 516

Just an average night out at Al's cantina. The man you turned from a name on the news reports into a deadly personal enemy is none other than Boba Fett. There are all kinds of stories about Fett which come back into your mind now that you have met him face-to-helmet; he's the most feared Bounty Hunter in the galaxy, and one of the most deadly humans (if that's what he is) anywhere in the Empire, possibly excluding Darth Vader and a few other Imperial servants. His armour is loaded with concealed weapons and other devices – wrist

lasers, flame-projector, rocket and grenade launchers. He has killed, enslaved or vanished thousands of people for money, and quite a few more for pleasure. No-one has ever seen his face, or knows anything else about him...

Short of spitting in the Emperor's eye, there isn't anything you could have done more likely to get you killed than make an enemy out of Boba Fett.

**Continue with your adventure**

## 517

You slip your new ID into a pocket. If it holds up, you should be able to get through any check-points without trouble.

**Change the check number beside your ID (on your Character Sheet) from 520 to 517**

**Also, delete check 510 if you have it**

**Continue with your adventure**

## 518

The business card has a standard Toprawa 10-digit code, followed by a 3-digit access code – number 530.

**If you're using communications equipment, and you want to call the number on the card, read 530**

**Continue with your adventure**

## 519

Facet scribbles down her address, 525 Market Street. "Meet me here at eleven!" she says. You pocket the card, trying to think of something clever to say, but Facet is already gathering her things and getting ready to leave. "I have to get back to work; I'll see you later!" With that, Facet leaves the cafe.

## **Check paragraph 525**

**If you want to continue with your adventure, do so now**

**If you decide to kill some time and then go directly to her place, go to 230**

## **520**

You have your ID card, as issued on your home world when you turned 14. It has your picture, and a sample of your DNA encoded digitally. Bar-coded information can be read off the card through any security check-points scanner.

Failing to carry or produce your ID on an Imperial world is a criminal offence, with a 10-year penalty.

**Continue with your adventure**

## **521**

It strikes you that there was probably something very wrong about that guy hustling the fake IDs. Not wrong as in illegal – that's obvious – but wrong as in out of place. This is an Imperial military world-base; would anyone really be so dumb as to try hustling here? He's tall, with dark, slightly greasy hair, and a few days growth of beard on his face. He has a long grubby coat, and a blood-red silk scarf around his throat. You commit his face and dress to memory, just in case you see him again.

**Continue with your adventure**

## **522**

Looking hard, you realise the man in the doorway isn't the fake ID salesman, just another hustler selling third-division black market comlink equipment. What a dump this city is. You might just as well go back out to the spaceport and see what's happening.

**Go to 199**

## 523

On duty at the Checkpoint is the Captain and 3 security guards for you to deal with. The Captain has Combat Skill 2 with his Blaster, and because he wears body armour, you must score an 8 to hit him. The other guards each have Combat Skill 1 with a Blaster, and no body armour. The combat starts At Range.

If you are still alive after five Rounds, go to 531

## 524

You are being pursued by 2 Imperial scouts on speeder bikes. On their speeder bikes, the scouts have Combat Skill 3 with their Laser Cannon. To hit them, you must score a 10 (because they are so fast, and they wear body armour). The combat starts At Range. Good luck!

If you can get them off the bikes, for example by fighting them upstairs in the Office Building, the Scouts each have Combat Skill 2 with their Blasters, and to pierce their body armour you must score an 8. If you have already started the battle, but you want to try your luck inside the building, fight two rounds of Combat outside first (you can't shoot back), then go to 162.

Go to 601 to see how to deal with combat.

## 525

Facet's note reads:

Address: 525 Market Street

Time 23.00

See you there!

Facet

If you kill some time where you are, and then go to this address, go to 230

Otherwise, continue with your adventure

## 526

Now you're cooking! You have taken possession of an Aratech 74-Z Military speeder bike, a single-seat fast reconnaissance vehicle. It runs off powerful batteries, giving it a range of about 600 kilometres on a full charge, and it can reach up to about 300kph with the throttle wide open. It is partially armoured, and comes equipped with a small laser cannon.

When you ride the bike, use your Technical Skill, not your Combat Skill, when you get into a fight. Because of the speed you're travelling, your opponents have to score a 9 to hit you! This means no-one with a Combat Skill of less than 3 gets a look-in!

Unfortunately, you can't just ride this machine round whenever you like. For one, the battery isn't going to last forever (it has about 300 kilometres range left when you get hold of it, and it's 50 kilometres back to the spaceport district). That means you need a garage to charge the battery. Second, it's a dead give-away being caught in possession of a military bike, and on Toprawa you can't expect to ride it around and not be seen.

Still, it'd be worth finding some way of hiding the bike. Who knows when it might come in useful?

**Continue with your adventure**

## 527

Now that you're back in the spaceport district, you need to find a place to stash the Aratech. You attract quite a bit of attention in the short time you're on the streets.

Fortunately, there are quite a few vacant lots and derelict buildings about, and you manage to steer the bike into one of the latter (close to the Imperial Research Station, just to be cheeky) without anyone around to notice. Even better news, there are some pieces of steel-weave sheeting covering some long-abandoned machinery, so you cover the bike with one of those.

Providing no-one comes looking for scrap metal in the next few days, the bike should be here waiting for you, with a couple of hundred kilometres left in the battery. If you need to make a quick getaway, this could be it.

**Continue with your adventure**

## 528

One of your most treasured possessions is "Arf", the small K9-series droid your grand-father left for you. "Arf" runs on batteries, and moves smoothly on small repulsorlifts. He's about 40 centimetres long, and has a box-like body. His head is filled with micro-processors allowing him to "think". He is voice-activated, obeying only your commands. He has a sound recorder in his ears, and can play-back at your command. He has a short video record function, using his eye-cameras, which you can play-back onto a blank surface (like a wall).

His body is hollow, with a small access hatch hidden cunningly in the belly. A small panel on his back contains a DNA-sample reader, so that if you press your finger to it, the hatch pops open. This is how you first discovered your lightsabre, which grand-father had hidden in the droid's body. The droid's structure is cunningly formulated so that – in place – the lightsabre looks like part of its internal workings, which defeats all sensor scans or inspections.

You carry "Arf" round in the large pocket of your coat. He is light, and you wouldn't go anywhere without him.

**Continue with your adventure**

## 529

You are carrying your lightsabre, the weapon of a Jedi. Even though you are frightened of your Jedi heritage, and have promised yourself not to use your Jedi powers in case you are uncovered, you cannot bring yourself to get rid of the weapon your grandfather left for you.

In the hands of a properly-trained Jedi, the lightsabre is a powerful weapon. You have had to train yourself, but you think you know how to handle the weapon correctly.

The question is, dare you? Although the Jedi are rumoured to be extinct (something you know isn't quite true), there are plenty of people round with long memories of what they were like, and what the significance of a lightsabre is. With it hidden in Arf's belly-hatch you are safe from detection. However, you can't get it straight-away if there's a fight. On your belt, there is no way you can disguise it, but you can use it immediately if you get into trouble.

**In Combat, if you use your lightsabre, add the dice roll to your lightsabre skill. You must be Close-Up. You must first draw your**

**weapon from Arf's secret compartment, so you may not fight back for one round**

**Add 1 to all attacking dice rolls when you use a lightsabre in Combat**

**If you wish to change the location of the weapon, change the box you have ticked on your Character Sheet, and check box 508**

**Continue with your adventure**

## **530**

Carmine's business card has a standard Toprawa 10-digit code, followed by a 3-digit access code – number 546.

**If you're using communications equipment, and you want to call the number on the card, read 546**

**Continue with your adventure**

## **531**

Your battle at the road block is taking too long. The surviving security guards have been joined by an Imperial stormtrooper and 2 scouts. The stormtrooper has Combat Skill 3 with his Blaster Rifle, and because of his body armour, you must score 9 to hit him. The scouts each have Combat Skill 2 with their Blasters, and to pierce their body armour you must score 8.

**Continue the battle**

## **532**

You are armed with a blaster, which you keep in your bag. It is a standard BlasTech DL-18, a civilian issue side-arm. It isn't going to do much harm to any armoured stormtroopers, but it's perfectly effective otherwise. Although it is legal to carry a weapon, you really need a license on Toprawa, which is a sensitive military base.

You could keep your blaster ready in a holster under your arm, where it is easy to get hold of.

**In Combat, if you use your blaster, add the dice roll to your**

**blaster skill. You must be At Range. Before you can use your blaster, you must first draw your weapon from your bag. This means you may not fight back for one round**

**If you wish to change the location of the weapon, change the box you have ticked on your Character Sheet, and check box 507**

**Continue with your adventure**

## **533**

Well, that was pretty easy, right? Did you keep a note of where you came from before you read this paragraph? OK, that's where you're going back to now.

**Continue with your adventure**

## **534**

You are being approached by 2 Imperial scouts. They each have Combat Skill 2 with their Blasters, and to pierce their body armour you must score an 8. The Combat starts **At Range**. Because of your ambush, you get a free shot at them; they can't fire back for one round.

**Go back to 162 when the Combat is over**

## **535**

You have been discovered by 2 Imperial scouts. They each have Combat Skill 2 with their Blasters, and to pierce their body armour you must score an 8. The Combat starts **Up Close**.

**Go back to 178 when the Combat is over**

## **536**

Hobbling on an injured ankle, you are being hunted by 2 Imperial scouts on speeder bikes. The Scouts have Combat Skill 3 using the bikes' Laser Cannon. To hit them, you must score a 10 (because they are so fast, and they wear body armour). The combat starts **At**

**Range**, and because of their speed and your injury, you cannot get to **Up Close** combat.

**Go back to 172**

## 537

You are facing 2 Imperial scouts. One is seated on his speeder bike. He has Combat Skill 3. To hit him, you must score a 10 (because the bike is so fast, and he wears body armour). He starts **At Range**, and because of his speed, you cannot get to **Up Close** combat with him. The other Scout has a Blaster, with Combat Skill 2 and you need to score 8 to hit him. He starts **Up Close**. If you do not deal with him first, he gets on his bike (which means he'll have the same attributes as his mate).

**Go back to 183**

## 538

It may not be the best meal you ever tasted, but it restores your strength. If you have spent any Jedi Power Points, you may recover one point now.

**Return to your adventure**

## 539

All things considered, that was a pretty good meal. If you have spent any Jedi Power Points, you may recover two points now.

**Return to your adventure**

## 540

The drink is very refreshing. It isn't a Star Racer, but it'll do. If you have spent any Jedi Power Points, you may recover two points now.

**Return to your adventure**

## **541**

The card Facet gave you has her name – Facet Anamor – and confirms that she is the Executive Personnel Officer at the Imperial Research Station. Some job for a woman barely older than you! You can bet she doesn't have to wonder if she can afford a Star Racer! The address is on a street you noticed when you were looking around, out near the spaceport.

**If you want to call the number on the card – 876 877 5555 541 – you need to find a public comm booth. You should then read paragraph 545**

**Return to your adventure**

## **542**

You have no idea what this Rebellion is that Vermilion was talking about, but he has got you thinking. For the first time, you have met someone who didn't seem afraid of your Jedi powers, but *admired* them. If you meet up with him again, perhaps you might listen to what he has to say?

**Return to your adventure**

## **543**

Your mysterious assailant fires at you with Blaster Skill 4. The Combat starts **At Range**.

**If you are both unhurt after the first round, go to 164**

**Otherwise, return to your adventure at paragraph 120**

## **544**

So, just who was your mysterious assailant? The man in the turban? Someone helping him pursue the girl? Someone guarding the girl? It'd be nice to have some answers to all this, sure enough.

**Continue with your adventure**

## 545

Plucking Facet's business card from your pocket, you key her number at the Imperial Research Station. She isn't there, but someone in her department says if you give them a number, she'll call right back. You give them the number of the comlink you have borrowed (offering the owner your apologies), and wait a few minutes.

The comms unit rings, and a familiar voice comes on the line. You tell Facet what has happened. "I'm sorry, Havet, I really am. Look, why don't you come straight here to the IRS, and I'll see what I can do. Take the Monorail to the end of the line, or you can walk from the main highway out to the spaceport."

**If you take Facet's advice, go to 160**

**If not, return to your adventure**

## 546

You call the number Carmine gave you. Moments later, his slightly mocking voice is on the line. "Hey, Havet, how're you doing?" You tell him. "Well, I'm sorry to hear that, Havet. Listen, if this means you're ready to join us, go to 182 Riverside in an hour. If not, well, I'd like to help you son, but my hands are tied."

**If you go to meet Carmine, go to 182**

**If not, return to your adventure**

## 547

The weapon you took from Vermilion is a Merr-Sonn Quick 6 Sporting Blaster, a lighter version of the standard blaster. It can slip into the pocket of your coat, or into the holster you wear under your arm, where it is easy to get hold of. It isn't going to do much harm to any armoured stormtroopers, but it's perfectly effective normally. Although it is legal to carry a weapon, you really need a license on Toprawa, which is a sensitive military base.

You could keep your blaster stashed in a bag, where it is less likely to be found.

**If you wish to change the location of the weapon, change the box you have ticked on your Character Sheet, and check box 548**

**In Combat, if you use your blaster, add the dice roll to your blaster skill. You must be At Range**

**Continue with your adventure**

## **548**

In your bag you have a Merr-Sonn Quick 6 Sporting Blaster, a lighter version of the standard blaster. Not a weapon to do much harm to armoured stormtroopers, but it's perfectly effective normally. Although it is legal to carry a weapon, you really need a license on Toprava, which is a sensitive military base.

You could keep your blaster ready in a holster under your arm, or in a pocket of your coat, where it is easy to get hold of.

**In Combat, if you use your blaster, add the dice roll to your blaster skill. You must be At Range. Before you can use this blaster, you must first draw it from your bag. This means you may not fight back for one round**

**If you wish to change the location of the weapon, change the box you have ticked on your Character Sheet, and check box 547**

**Continue with your adventure**

## **549**

All your weapons are removed from you at the Security Gate.

**Don't bother changing the information in your Equipment Box. Just remember that you're unarmed and behave yourself! After all, would you really want to get into a shoot-out in here?**

**Continue with your adventure**

## **550**

You have your application forms for work at the Imperial Research Station. Paperwork... on real paper! What a waste of time!

**Continue with your adventure**

## **551**

You've told Facet everything you know about this Vermilion character. It has definitely got her on your side!

**Continue with your adventure**

## **552**

It isn't going to be easy to forget that you are wearing the explosive bracelet Diamond gave you. It feels slightly warm on your wrist anyway, and every time you bang it accidentally, it seems to heat up, as if to remind you that things could get a lot warmer!

**If you want to operate the transmitter, read 562. Don't forget to keep a record of the paragraph number you left to come here!**

**Otherwise, continue with your adventure**

## **553**

You have a metallic green card. This is a part of the security system at the IRS. You listen to an explanation of how it works. The Station is divided into three different zones for Security purposes – Green, Blue and Red. Sensors monitor all personnel and visitors throughout the complex. Only those wearing a badge are permitted within the complex at all. Only those with blue or red badges can enter the Blue Zone, and only those with Red badges can enter the most secure areas, the Red Zones. All the primary research and test areas, along with the Communications Centre, are badged Red.

Your green card permits you access to the Reception Building, certain low-grade office areas and part of the accommodation block.

**Continue with your adventure**

## **554**

You have a metallic blue card. This is a part of the security system at the IRS. You listen to an explanation of how it works. The Station is divided into three different zones for Security purposes – Green, Blue and Red. Sensors monitor all personnel and visitors throughout the complex. Only those wearing a badge are permitted within the

complex at all. Only those with blue or red badges can enter the Blue Zone, and only those with Red badges can enter the most secure areas, the Red Zones. All the primary research and test areas, along with the Communications Centre, are badged Red.

Your blue card permits you access to the administration and storage areas, and restricted parts of the accommodation block.

**Continue with your adventure**

## 555

The password bypass patch which Ta'al Pierc placed on the Research Station computer can be activated from any networked terminal in the IRS building. Not every terminal gives you access to all programs, however.

**Continue with your adventure**

## 556

You've never had a present from a girl before; it's a nice feeling. Of course, you can't forget that the bracelet Facet gave you is a transmitter, designed to call for help once you have found Vermilion. Even so, it means she trusts you!

**If you operate the transmitter, read 567. Don't forget to keep a record of the paragraph number you left to come here!**

**Otherwise, continue with your adventure**

## 557

Scarlett sticks in your mind, and you can't quite figure out why. He's a biggish man, with dark hair, light brown eyes, and a full beard. His slightly unusual dress sense – sober, boring business suit with a flamboyant red belt made from animal hide – isn't that striking that you should remember him. It's almost as if you have met him before!

**Continue with your adventure**

## **558**

You are facing Boba Fett! He has Combat Skill 4 with his Blaster Rifle, which he will use if the Combat is At Range. If the Combat is Up Close, he uses his wrist lasers. He has Combat Skill 3 with those. Because of his powerful armour, you must score a 10 to hit him.

**Continue with your adventure**

## **559**

You are facing Boba Fett! The Combat begins At Range. He has Combat Skill 4 with his Blaster Rifle, which he uses while the Combat is At Range. Because of all the cover provided by the walls and furnishings of the cantina, he needs to score 8 to hit you while the Combat is At Range. His armour is very powerful, and you need to score 11 to hit him.

If the Combat gets Up Close, he uses his wrist lasers. He has Combat Skill 3 with those. He needs a 7 to hit Up Close, and because of his powerful armour, you must score a 10 to hit him.

**Continue with your adventure**

## **560**

Arf has been badly damaged. Until you can make some repairs, he is inoperative.

**Continue with your adventure**

## **561**

You are facing Boba Fett! The Combat begins At Range. He has Combat Skill 4 with his Blaster Rifle, which he uses while the Combat is At Range. His armour is very powerful, and you need to score 10 to hit him.

If the Combat gets Close-Up, he uses his wrist lasers. He has Combat Skill 3 with those.

**Continue with your adventure**

## **562**

You activate Diamond's bracelet, pressing the white stud as she instructed. Acting as calmly as you can, you wait for her to arrive.

**Go to 37**

## **563**

You wounded Boba Fett in your first battle. Although his injuries aren't so severe that he can't quickly recover, you figure he shouldn't bother you again for a while.

**Continue with your adventure**

## **564**

Fortunately, you don't have to fight the combat on your own. Even as some of the crowd sweep in, screaming with hate and aiming vibro-shivs in your direction, others enter the fight on your side. The Wookiee has seen heard everything, and he has no reason to side with Boba Fett, who has killed so many of his race. A tall, hammer-headed creature also weighs in on your side, as does a monkey-like humanoid, and a human who was standing behind a pillar on the far side of the room. Others remain neutral.

So, all you have to face are:

A cruel-faced lizard creature, wielding a vibro-shiv. He has Combat Skill 2

A grim demi-human with a mouth filled with teeth. He has Combat Skill 3 with his knife.

A stupid, wild, chattering creature, which rushes swiftly in and out of the combat. It has only Combat Skill 1 with its weapon, a serrated sword it has pulled from a sheath on its back. You need an 8 to hit it however, because of its great speed.

**Go back to your adventure at paragraph 170**

## 565

So, now you know who the black-haired woman is. Diamond; Head of Security at the Imperial Research Station. The sort of Imperial servant other Imperial servants jump to obey. A cold-hearted killer who knows you saw her murdering the little fat man. Just the kind of enemy you *don't* need.

**Continue with your adventure**

## 566

The agony in your arm is unbearable! You'll have to ease the pain, or you'll not be able to use your arm for weeks!

**Spend 2 Jedi Power Points.** If you have no Jedi Power Points, or you choose not to spend any, then you must reduce your Blaster Skill and your Lightsabre Skill by 2 points each until you choose to fix the arm. Put a ring round the skill boxes to remind you.

**Continue with your adventure**

## 567

You activate Facet's bracelet, pressing the white stud as she instructed. Now all you have to do is wait...

**Go to 37**

## 568

Of course, being able to get in through the front door is one thing. Getting out might be something different altogether.

**Return to 187**

## 569

The memory chills you to the bone. You may not know exactly what happened, but one's thing for sure – a murder took place in that alley, and you are the only witness!

**Continue with your adventure**

## **570**

Using the patch Ta'al Pierc created, you break into the security badge program. It isn't that sophisticated, and you soon work out how the badges are activated. Popping yours into the slot on the console, you soon change the status of your badge, so that it is active, and shows you to be a genuine Imperial officer on the sensors.

### **Check 604**

**Continue with your adventure**

## **571**

You are in combat with Diamond! She has Combat Skill 4 with her Blaster, and she wears discrete body armour, which means you must score a 9 to hit her.

Since you don't have a weapon aimed at her, while she has you covered, in this combat Diamond goes first.

### **Continue with your adventure**

## **572**

Can't remember why you checked this box? Well, you're not supposed to. If you're lucky, all will become clear later.

### **Continue with your adventure**

## **573**

The weapon you took from Diamond is a specialised hold-out blaster, a SoroSuub Redemptor. Strictly Imperial service only, it is a weapon small enough to hide in the palm (although it can be equipped with an extending barrel, as this one is). It is almost silent in operation, its energy concentration being so pure, and so intense. It can be charged for a maximum of six shots. Diamond used one on Pierc, and how many on you? Make a note of how many shots the Redemptor has left.

You slip it behind your belt. It would take a full search to find it there.

**The Redemtor's power is so great that you need only score 6 to hit an opponent. With a blaster like this, a near miss is often enough!**

**If you want to conceal the weapon in your bag, check 576.**

**Continue with your adventure**

## **574**

The metallic red badge will clearly the wearer automatically through the security sensors of some high-tech establishment – which has to mean the Imperial Research Station. Nice. Of course, something like this is strictly a limited edition, and if you get caught waving it around, you'll be fried Jullie-meat.

**Continue with your adventure**

## **575**

The transmitter has no markings, and no obvious function. There's just one control, a small red button covered by a safety bar. Now, what do you suppose happens if you press it?

**If you press the button, and you have checked 552 or 556, go to 37**

**If you press the button, but you haven't checked either of these, read 577**

**Otherwise, continue with your adventure**

## **576**

You have Diamond's Redemtor blaster hidden in your bag.

**If you want to carry it on you, ready for action, check 573.**

**Continue with your adventure**

## **577**

How dull. Nothing happened. Maybe you could try again later.

**Continue with your adventure**

## **578**

You are facing Boba Fett! The Combat starts Close-Up. Fett uses his wrist lasers; he has Combat Skill 3. Because of his powerful armour, you must score a 10 to hit him.

The good news is that you have an ally! The Wookiee takes his turn after Fett. He fights with his bare hands, and has Combat Skill 4 (which means he needs a 6 to hit Fett). Fett needs to score 7 to hit him (which means rolling a 4).

Fett will aim for the Wookiee first, then you.

**Continue with your adventure**

## **579**

You are facing Boba Fett! The Combat starts At Range. Fett uses his Blaster Rifle; he has Combat Skill 4. He has the drop on you, so Fett takes his turn before yours. Because of his powerful armour, you must score a 10 to hit him.

If you can bring the Combat to Up Close, Fett uses his Wrist Lasers. He has Combat Skill 3 with these.

**Continue with your adventure**

## **580**

The vehicle which came crashing down pretty much wrecked the cantina, what with the fire and all. Wonder if Al the Alchemist was insured? A pity, though. It was a fun place to frequent, if you like breathing solids and meeting up with homicidal maniacs, that is.

**Continue with your adventure**

## **581**

You have a BlasTech DL-44 nestling snugly in your shoulder holster. This is just about the heaviest hand blaster you can get. The Empire had better watch out!

**Continue with your adventure**

## **582**

If you have any injury which has reduced your Strength, Speed or either of your Combat Skills, the Rebel medical team put it right. Restore your attribute to its original score.

**Continue with your adventure**

## **583**

You are facing an Imperial Officer. He has a blaster in his holster; he has Combat Skill 2 with that. He doesn't have this weapon in hand, so if you choose to start the Combat At Range, he can't fire back in the first round (while he draws his blaster). If you start Up Close, he fights with his fists – and he has Combat Skill 1.

**Continue with your adventure**

## **584**

Boba Fett is waiting around near Facet's apartment. You don't know what he has planned, but knowing Boba Fett it can't be good news.

**Continue with your adventure**

## **585**

**Have you checked 563? If you have, read 587, then come back here. If not, read on**

You opened fire on Boba Fett. Hey, it was your choice, Havet! The Combat starts At Range. Fett uses his Blaster Rifle; he has Combat Skill 4. Because of his powerful armour, you must score a 10 to hit him. If you can bring the Combat to Up Close, Fett uses his wrist lasers at Combat Skill 3.

You fire (or move) first. If you miss with your first two shots, and Fett misses with his first shot, this Combat ends there. Of course, there might be more to come...

**Continue with your adventure**

## **586**

You have acquired a landspeeder, a small repulsorlift vehicle capable of good speed. This one is an Imperial TX-3; smart, functional, but not a patch on Boba Fett's SoroSuub XP-38.

**Continue with your adventure**

## **587**

You are in combat with Boba Fett. You'd better hope that the beating you gave him last time has slowed him down.

Fett uses his Blaster Rifle at Combat Skill 3 (reduced because of his wounds). If you bring the Combat to Up Close, Fett uses his Wrist Lasers. He has Combat Skill 2 with these (again, reduced because he is injured).

**Continue with this Combat**

## **588**

**Have you checked 563? If you have, read 587. If not, read on**

Boba Fett opens fire on you. The Combat starts At Range and he gets to fire first. Fett uses his Blaster Rifle; he has Combat Skill 4. Because of his powerful armour, you must score a 10 to hit him.

If you bring the Combat to Up Close, Fett uses his Wrist Lasers. He has Combat Skill 3 with these.

After Fett has fired his second shot, this part of the combat ends.

**Continue with your adventure**

## **589**

You have the bracelet you were forced to wear, now safely removed, except for the remote detonator mechanism. That means it is still dangerous. You can get rid of it at any time; just remove this check before the book asks for it

**Continue with your adventure**

## **590**

You have the sleeping draft given to you by the Rebel leader. He reckoned it would put someone to sleep for a good few hours, if you could trick them into drinking it.

**Continue with your adventure**

## **591**

You and Boba Fett are in a scrap. In this first moment, only one shot is fired. The Combat starts At Range. If Fett fires first, he uses his Blaster Rifle; he has Combat Skill 4. He must score an 8 (ie, he has to roll 4 or better) to hit you because of the extreme range. If you fire first, you have to score 11!

**Just deal with the first shot fired. Things are about to get much more complicated!**

**Return to your adventure**

## **592**

You have been wounded. You must spend 3 Jedi Power Points at once, or reduce your Speed, Strength and Lightsabre scores by 1 each.

**Return to your adventure**

## 593

Boba Fett takes on Diamond! The Combat starts At Range and Diamond goes first. If Diamond misses with her first shot, she uses her second turn to move in to Up Close. She has a Stun Gun for fighting At Range; she has Combat Skill 4 with this weapon, and needs to score 10 to overcome Fett's armour. Up Close, she uses martial arts. She has Combat Skill 6 at this!

Fett, of course has Combat Skill 4 At Range with his blaster rifle, and Combat Skill 3 Up Close with his wrist lasers. He needs to score an 8 to hit Diamond.

**Have you checked 563? If so, read 587 before you start the fight**

**You can use your Jedi Power Points to help (or hinder) either Fett or Diamond. Got any preference?**

**Return to your adventure**

## 594

You're up against Diamond! The Combat starts Up Close and you go first. Diamond uses martial arts. She has Combat Skill 6 at this! You needs to score an 8 to hit Diamond.

**Return to your adventure**

## 595

Heavy weapons open fire in the distance. The Rebel attack on the IRS has started. You have about 30 minutes left to fulfil your mission!

**Return to your adventure**

## 596

What a fight! You, Boba Fett *and* Diamond! The Combat starts At Range, and stays At Range while all three of you are on your feet. Diamond goes first, then Fett, then you.

Diamond has a Stun Gun for fighting At Range; she has Combat

Skill 4 with this weapon, and needs to score 10 to overcome Fett's armour. She fires at Fett.

Fett, of course has Combat Skill 4 At Range with his blaster rifle. He needs to score an 8 to hit Diamond. When it's his turn, use a dice or a card to decide who he fires at (1, 2, 3 or Red card means he fires at you; 4, 5, 6 or black means he fires at Diamond).

Last, but not (you hope) least, there's you. You need 10 to hit Fett, 8 to hit Diamond. Good luck!

**Have you checked 563? If so, read 587 before you start the fight**

**You can use your Jedi Power Points to help (or hinder) either Fett or Diamond, as well as to alter your own scores**

**This phase of the combat ends when one of you is hit. Return to your adventure**

## 597

With Diamond gone, you and Boba Fett fight it out to the finish! The Combat starts At Range. Fett moves first.

Fett, of course has Combat Skill 4 At Range with his blaster rifle, and Combat Skill 3 Up Close with his wrist lasers. You need to score a 10 to hit him.

**Have you checked 563? If so, read 587 before you continue the fight**

**This is a fight to the finish. Return to your adventure**

## 598

Diamond has injured your arm! You must spend three Jedi Power Points to limit the damage, or subtract 1 point from both your Strength and Lightsabre scores.

**Return to your adventure**

## 599

It's a shame you have failed to achieve your part of the Rebels' plan. Someone on the inside at the IRS would have been useful. Still, at

least Diamond is out of the way.

**Return to your adventure**

## 600

The Rebels have armed you with a Merr-Sonn G8 blaster rifle. It has more hitting power than your regular blaster. If you come across a circumstance in which you would suffer a penalty in trying to hit something because it is armoured, using the G8 reduces the penalty by one. So, you still need to score 7 to hit an unarmoured security guard, but only 8 (instead of 9) to hit a stormtrooper.

**Return to your adventure**

## 601

You are in a big firefight inside the IRS Reception Building. On your side, there's you, and two other Rebels armed with blaster rifles. They both have Combat Skill 2; they need to score 7 to hit the Officers or 8 to hit the stormtrooper. Use the dice or cards to decide who they shoot at – on a 1 or 2, it's the stormtrooper; any other result means they fire at an Officer.

On the Imperial team there are two Imperial Officers, armed with blasters – they have Combat Skill 2, and need to score 7 to hit any of you. The stormtrooper has Combat Skill 3; he needs the same score. Again, use dice or cards to decide who they shoot at – on a 1 or 2, you're the target; any other result means they fire at one of the other Rebels.

The combat starts At Range.

**Return to your adventure**

## 602

You have fired at Diamond. The combat starts At Range. In this first moment, you have just one action – you can move Up Close or fire. Because of the distance and the armour Diamond is wearing, you must score 9 to hit her.

**Just deal with this first action first. Things are about to get much more complicated!**

**Return to your adventure**

## **603**

You left Facet on the couch, sleeping quietly.

**Return to your adventure**

## **604**

You have activated your metallic security badge.

**Return to your adventure**

## **605**

You watched Facet open the door into the Blue Zone with the code 320.

**Return to your adventure**

## **606**

You have the elevator key from Druth Anamor's room.

**Return to your adventure**

## **607**

You are faced with two security guards, armed with blasters. They have Combat Skill 1. You may decide whether the Combat starts At Range or Up Close, and you fire first. You need a 7 to hit them.

**If the Combat is still going after two rounds, go to 392.  
Otherwise, return to your adventure**

## **608**

You have the plans for the death star's super laser. This is the clincher as far as the Rebels' plans go. Now all you have to do is to get them to the Communications Centre, and have Vermilion transmit them up to Princess Leia.

**Continue your adventure**

## **609**

You have acquired a stormtrooper's blaster rifle. It has more hitting power than your regular blaster. If you come across a circumstance in which you would suffer a penalty in trying to hit something because it is armoured, using the rifle reduces the penalty by one. So, you still need to score 7 to hit an unarmoured security guard, but only 8 (instead of 9) to hit a stormtrooper.

**Return to your adventure**

## **610**

You must fight Druth Anamor. The combat starts Up Close. He is a poor fighter, with a Combat Skill of just 1. However, you need to score 11 to hit him, because of the tremendous speed and power the exoskeleton gives him.

**Return to your adventure**

## **611**

You must fight the guard. The combat starts Up Close; you move first. He has a Combat Skill of 2, and you need to score 7 to hit him. If you win, you can take his blue security badge before you even have to step into the Blue Zone, and the alarms won't be triggered. After all, the Imperials are busy with other things...

**Return to your adventure**

## **612**

You are in a fight outside the Research labs. The combat starts At  
250

Range; you move first. There are two stormtroopers, each with a Combat Skill of 3, armed with blaster rifles. You need to score 9 to hit them (8 with a blaster rifle). Three technicians armed with pistols join in from the third round onward. They have Combat Skill 1; you need only a 7 to hit them.

**Return to your adventure**

## 613

You must fight Diamond. The combat starts At Range; you move first. She has Combat Skill 3 with her blaster, but if the fight becomes Up Close, she has Combat Skill 6 at martial arts! You need to score 8 to hit her (7 with a blaster rifle).

**Return to your adventure**

## 614

You are well rid of the bracelet Facet/Diamond gave you. Anything that madwoman has handled is poison!

**Remove the check on 589**

**Return to your adventure**

## 615

The original two security guards (if they are both still alive) are joined by two Imperial Army soldiers armed with blaster rifles. They have Combat Skill 2 and you need a 7 to hit them.

**Continue the combat from where you left off, then return to your adventure**

## 616

After your visit to Riverside, you know what the Rebels are after. Now, can you deliver?

**Return to your adventure**

## 617

The Officer reminds you that it is an offence to carry an unregistered blaster around with you. He recommends you pay a visit to the Imperial Command Building in Toprawa City immediately. "If you get searched on the street with that thing, son, you'll be in big trouble."

**Return to your adventure**

## 618

Hmmm. Was lying really the answer, Havet?

**Return to your adventure. Or, if things are going badly, this might be a good time to start again**

## 619

"By the way, Havet," Vermilion adds shortly afterwards. "Do you still have my Quick 6?" Ah. Yes. You took the blaster off him before, when you thought he was following Facet. Well, he *was* following Facet, but at least you know why now. "Sorry about that," you tell him. "Just as well I didn't hurt you too bad, right?" Vermilion grins. "Lucky for both of us," he replies.

**Return to 106**

# Havet Storm

- |             |                          |
|-------------|--------------------------|
| Strength    | <input type="checkbox"/> |
| Speed       | <input type="checkbox"/> |
| Blaster     | <input type="checkbox"/> |
| Lightsabre  | <input type="checkbox"/> |
| Tech Skills | <input type="checkbox"/> |



## Jedi Power Points

Don't spend more than 6 points on any Attribute or increase any Attribute past 6 when using JPPs

### Equipment

Arf	<input type="checkbox"/> 528	ID	<input type="checkbox"/> 520
Lightsabre [belt]	<input type="checkbox"/> 508	[Arf]	<input type="checkbox"/> 529
DL25 Blaster [holster]	<input type="checkbox"/> 507	[bag]	<input type="checkbox"/> 532
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>

### Data Bank

503	504	509	510	511	513	514	515	516	517	518
521	525	526	527	530	533	541	542	544	550	551
552	553	554	555	556	557	560	562	563	565	568
569	572	574	580	584	586	589	590	599	603	604
605	606	608	614	618	<input type="checkbox"/>					

Time track      Read 595    Read 56

# Havet Storm

- |             |                          |
|-------------|--------------------------|
| Strength    | <input type="checkbox"/> |
| Speed       | <input type="checkbox"/> |
| Blaster     | <input type="checkbox"/> |
| Lightsabre  | <input type="checkbox"/> |
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	<input type="checkbox"/>	<input type="checkbox"/>

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605	606	608	614	618	<input type="checkbox"/>					

Time track      Read 595    Read 56

# Havet Storm

- Strength
- Speed
- Blaster
- Lightsabre
- Tech Skills



## Jedi Power Points \_\_\_\_\_

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### Equipment

Arf	528	ID	520
Lightsabre [belt]	508	[Arf]	529
DL25 Blaster [holster]	507	[bag]	532

### Data Bank

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Time track

Read 595    Read 56

# Havet Storm

Strength

Speed

Blaster

Lightsabre

Tech Skills



## Jedi Power Points \_\_\_\_\_

Don't spend more than 6 points on any Attribute or increase any Attribute past 6 when using JPPs

### Equipment

Arf  528

Lightsabre [belt]  508

DL25 Blaster [holster]  507

ID  520

[Arf]  529

[bag]  532

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### Data Bank

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Time track       Read 595    Read 56

# The Lost Jedi Adventure Game Book 1

## JEDI DAWN

**Enter one of the darkest corners of the war-torn Galaxy – where a young man is awoken to the terrifying news that he is a member of a hunted breed of warriors – The Jedi.**

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**Landing on the Imperial planet of Toprawa, Havet finds himself face to face with Boba Fett, the most infamous bounty hunter in the Galaxy; the beautiful Facet Anamor; and the mysterious but deadly Diamond. But what work is being carried out at the Imperial Research Station? And why are the Rebel forces so interested?**

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